JULY

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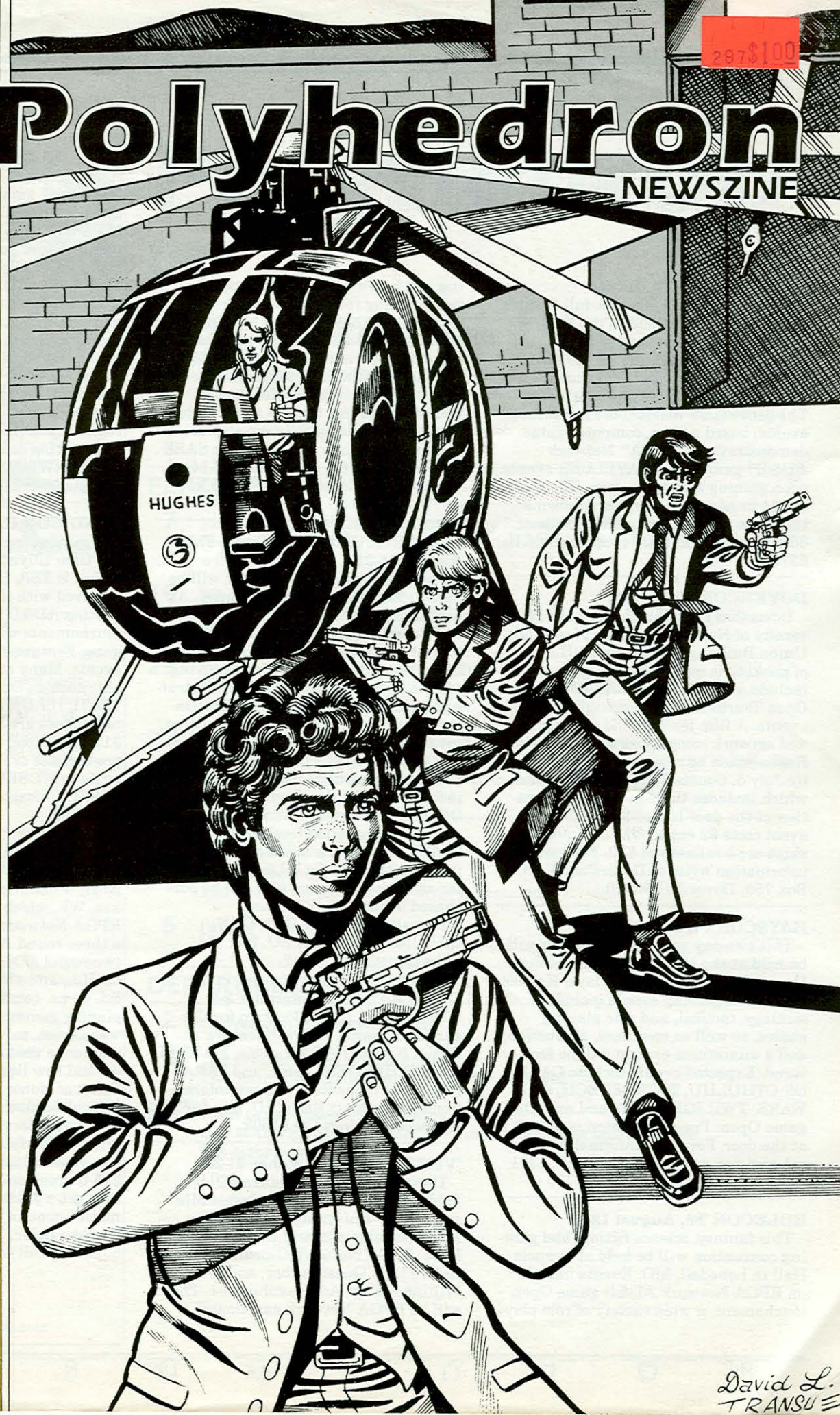
Polyhedron

NEWSZINE



RPGA NETWORK

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Conventions

CAPITOL-CON IV, July 9

Capitol-Con IV, a one-day, full feature convention will be held in the Prairie Capitol Convention Center in Springfield, IL. Imagine all the fun, excitement, thrill, and adventure of a major con squeezed into a single day. The convention will feature miniatures events, board games, computer game demonstrations, RPGA™ Network AD&D® game and TRAVELLER events, open gaming and an auction. The cost is $5 ($4 in advance). For more information or to register contact Bill Wilson, 3320 Gaines Mill Rd. #4, Springfield IL 62704.

DOVERCON, July 16-17

DoverCon IV will be held at the University of New Hampshire's Memorial Union Building in Durham, NH. Plenty of parking is available. Features include an RPGA Network AD&D game Open Tournament and many other events. A film festival and miniatures and artwork competitions will be held. Registration by mail must be received by July 5. Cost is $15 for the weekend, which includes three events. Registration at the door is also $15, but each event costs $2 extra. One day memberships are available at $10. For more information write to DoverCon IV P.O. Box 753, Dover NH 03820.

HAYSCON IV, July 22-23

This two-day gaming convention will be held at the Memorial Union of Fort Hays State University in Hays, Kansas. Numerous gaming events including strategy, tactical, and role playing games, as well as seminars, an auction, and a miniatures contest will be featured. Expected events include CALL OF CTHULHU, BATTLETECH, CAR WARS, TWILIGHT 2000, and an AD&D game Open. Pre-registration is $10, $12 at the door. For more information or to pre-register, write to Hayscon IV, 1301 Felten Dr., Hays KS 67601.

ROLECON '88, August 12-14

This fantasy, science fiction, and gaming convention will be held at Francis Hall in Lonedell, MO. Events include an RPGA Network AD&D game Open tournament, a wide variety of role playing and board game events, and a 24-hour gaming room. Space will be reserved for those wishing to bring their own scenarios and games on a first-come, first-served basis. Fees are $5 in advance for RPGA Network members. Fees are slightly higher for non-members and last minute registrants. One- and two-day passes are also available. For more information send a SASE to ROLECON '88, c/o Lonedell R-14, Highway FF, Lonedell MO 63060, or call 314-629-5136.

GEN CON®/ORIGINS™ Game Fair, August 18-21

The gaming event of the year will be held at MECCA in Milwaukee, WI. At least 35 RPGA™ Network tournaments will be held. In addition, there will be tournaments sponsored by major manufacturers and hundreds of role-playing events. There will be a plethora of strategy and miniature activities. Also featured will be an enormous dealers area, art show and auction, gaming auction and world class seminars, demonstrations and workshops. Guests of Honor include: Donald Featherstone, Andrew Offut, Ed Greenwood, and Rowena Morrill. Pre-registration fees are $30 ($25 for RPGA Network members). The cost is $40 at the door for all four days. Visitor and one-day passes also can be purchased at the door. For more information write to: GEN CON/ORIGINS Game Fair, P.O. Box 756, Lake Geneva WI 53147.

CON-TRABAN, September 3-5

Denver, CO., is the location for this gaming bonanza that will feature an RPGA Network AD&D game, MARVEL SUPER HEROES™ game, and PARANOIA tournaments. For more information contact Matt Eash, P.O. Box 1952, Glenwood Springs CO 81602.

'VILLE-CON '88, October 21-23

This gaming extravaganza will be held on the campus of Northwest Missouri State University in Maryville, MO. Special guests will include Jean Rabe, RPGA Network Coordinator; Rick Reid, Fluffy Quest author; and Skip Williams, Sage Advice columnist. There will be RPGA Network sanctioned AD&D game, MARVEL SUPER HEROES™ game, GAMMA WORLD® game, PARANOIA, and TEENAGE MUTANT NINJA TURTLES tournaments. Other games include DC HEROES, ROLEMASTER, WARHAMMER, TALISMAN, CYBORG COMMANDO, and TOP SECRET/S.I.™ game. Also featured will be a dealers' room, several war games, and computer games. Some of the finest game masters in the Midwest will be in attendance. Cost for the weekend is $5. Low-cost housing is available, and pre-registration is encouraged. For more information contact Tim Beach, Union Office, NWMSU, Maryville MO 64468 or call 816-562-1217.

SYNDICON II, October 21-23

A gaming feast will be served up at the Glen Ellyn Holiday Inn. Guest of Honor is TSR, Inc's Jon Pickens, who is involved with the creation of Second Edition AD&D game. RPGA Network tournaments will include an AD&D game Feature, Masters, and Extra events. Many other games will be available such as DC Heroes, BATTLETECH, ILLUMINATI, CAR WARS, and more! Fees are $9 until September 15, $12 thereafter, and $15 at the door. To pre-register or for more information write to WCSFA/SYNDICON, P.O. Box A3981, Chicago, IL 60690, or call 312-462-7954.

OCTOBER FANTASY IV, October 28-30

Enjoy a haunting weekend in Milwaukee, WI., which will feature several RPGA Network tournaments, including a three-round AD&D game Feature, two-round AD&D Masters, two-round CHILL, and a two-round TOP SECRET/S.I. game. In addition, other role-playing games, strategy board games, war games, movies, a silent used game auction, a dealers' area, and the fourth annual raw liver toss will be held. Ghost of Honor for the weekend is Harold Johnson, director of TSR, Inc.'s Consumer Services Division. Pre-registration fees are $7 a day or $12 for the weekend until October 1, $8 and $15 thereafter. RPGA Network members get a $2 discount. For more information contact Keith Polster 1812 West Morgan Drive, Apt 6, West Bend WI 53905, or call 414-338-8498.

About the Cover

Agents of the International Security Agency are portrayed by artist David Transue. Details about the ISA and its four top agents can be found in the New Rogues Gallery entry.

Publisher
Mike Cook

Editor
Jean Rabe

Assistant Editors
Skip Williams
Guy McLimore

Graphic Designer
Roger Raupp

Production Staff
Kim Janke
Stephanie Tabat
Sylvia Deering
Sharon Simonis
Debbie Poutsch

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Polyhedron™ NEWSZINE

Volume 8, Number 4
Issue #42, July, 1988

SPECIAL MODULE FEATURE

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School is in session, but the mayor's son doesn't want to attend. It's up to you to make sure he gets an education in this AD&D® game adventure that was used as an RPGA™ Network tournament.

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Is there a fortune in your future? Step into the Crescent Moon and Kisandra will reveal all.

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Editor Jon Pickens takes a look at proposed changes in the Second Edition AD&D game clerical spells.

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Enemy agents beware. Modern Day Warriors, spies for the TOP SECRET/S.I.™ game are armed and looking for trouble.

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With GEN CON®/ORIGINS™ Game Fair quickly approaching, the Network's highest-ranked player takes a look at the conventions of the past.

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Notes From HQ

Membership Drive

It is time for the RPGA™ Network to grow, and it is up to the members to promote that growth. If every member recruited only one other person to join the Network, our ranks would double. And the larger our organization gets, the greater our impact on the gaming industry. Let's each set a goal to recruit at least one person to join. And if you recruit lots of new members, your hard work could win you a trip to GEN CON® 22 Game Fair.

The RPGA Network will kick off a three-month long membership drive that will begin August 1st, 1988. The Grand Prize is a trip to GEN CON 22 Game Fair. But everyone who recruits someone else to join the Network will be a winner, too!

Here's how it works: We've divided the world into eight regions. Each region will have a first and a second place winner. The Grand Prize winner will be the top recruiter out of all eight regions. All ties will be broken by drawings.

To be credited with recruiting new members, put your name and RPGA Network number on the "sponsor" line at the bottom of a membership form. A sample membership form appears on the back mailer cover of this issue. Older membership forms do not have the sponsor line, so feel free to add one. It is up to the newly-recruited members to send in the membership applications and membership fees. Recruiters should not collect fees or send in membership forms and fees. However, they should complete a roster checklist for HQ showing the names and addresses of the members they recruited. Then, at HQ, we will compile the membership forms, compare them with the roster lists, and record how many new members each recruiter is responsible for.

The membership drive will end November 1st, 1988. All winners will be announced in the spring of 1989. Prizes will be awarded at that time.

Please note that a recruiter must be a resident of a particular region to be eligible to win that region's prize. However, members may recruit new members from outside their own regions.

GRAND PRIZE: A trip to GEN CON Game Fair. This includes transportation, lodging, and free admission to the convention. In addition, a special presentation will be made to the top recruiter at the convention.

FIRST PRIZE: (one for each region): A $250 gift certificate to the Mail Order Hobby Shop.

SECOND PRIZE: (one for each region): A $100 gift certificate to the Mail Order Hobby Shop.

THIRD PRIZE: (one for each region): A $50 gift certificate to the Mail Order Hobby Shop.

IN ADDITION, each member will receive a $1 gift certificate to the Mail Order Hobby Shop for each new member they recruit. For example, if you recruit 10 people to join the Network, you will receive a $10 gift certificate.

REGION 1 (U.S.): Alaska, Arizona, California, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, and Wyoming.

REGION 2 (U.S.): Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, Oklahoma, South Carolina, Tennessee, and Texas.

REGION 3 (U.S.): Illinois, Indiana, Iowa, Kansas, Kentucky, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, and Wisconsin.

REGION 4 (U.S.): Connecticut, Delaware, Maryland, Maine, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, Vermont, Virginia, and West Virginia.

REGION 5: Canada, Greenland, and Iceland

REGION 6: Bahamas, Central America, Jamaica, Mexico, Puerto Rico, and islands in the Atlantic Ocean.

REGION 7: Asia, Africa, Australia, New Zealand, Japan, India, Indochina, Philippines, Madagascar, and islands in the Pacific Ocean.

REGION 8: UK, Norway, Sweden, Germany, France, Italy, and other countries in Europe.

If you have any questions about the membership drive, please contact HQ.

Testy About Tournaments

I think it's great that an increasing number of conventions are asking for RPGA Network sponsored tournaments. We're even getting requests from science fiction conventions which only offered a small room for "open gaming" (in the past). This is giving the Network more visibility and is gaining us more members. That's terrific.

But what's not so terrific is getting these requests for tournaments only one or two months in advance of a convention. And what's worse is finding out that some of these conventions advertise RPGA Network events before HQ gives them approval for sanctioned tournaments.

So, if you're involved with putting on a gaming or science fiction convention in need of a Network tournament, please follow the Network's guidelines. We want to receive requests for sanctioned events at least four — and preferably six — months before a convention is scheduled to be held. The lead time is necessary because of the number of conventions making requests. We need to adjust our work schedules based on tournament requests so we have time to select and edit tournaments for conventions.

GEN CON®/ORIGINS™ Game Fair Plans

The big convention is just around the corner. We hope many of you are planning to attend. The RPGA Network certainly will make its presence known at the convention by offering about 40 tournaments for a variety of game systems.

Now, here's a special challenge to all the members attending GEN CON®/ORIGINS™ Game Fair: Make a friend during the convention (or renew ties with an old friend) and get that person to join the Network. It's about time the Network started swelling its ranks, and besides, it could help you win in the Network's membership drive.

Take Care,

Jean ❑

Letters

Taking the Point

On the subject of the dreaded point system — points in the RPGA™ Network system are a good idea gone sour. The idea of the point system was to encourage players to take part, rather than sit back and just observe. To an extent, that happened, some actually play games just so they can gain points. The quality of play was an important factor that started to be used as a criteria for saying this or that player/judge was this or that good. Fine — as far as it went. The idea was, and still is, good.

The problem is in execution. No matter how points are added up, they are not a reflection of how good (or bad) the player/judge is; they are a record keeping device that tells how often a person goes to and plays in a tournament.

However, I am not one to criticize without at least attempting to offer a solution. To wit — keep the current point system, but term it what it is — an attendance meter. Change the "reward system" to actually reward those who deserve it; the people who take the time and effort to help the organization, either with volunteering to run events, write tournament scenarios and articles for the POLYHEDRON™ Newszine, and generally commit themselves to seeing others enjoy the events that the RPGA Network sponsors. Those who take advantage of the benefits and only go to cons to get "player points" should achieve recognition for attending and winning, but only for that. Let them say, "I'm a sixth-level Con Attendee," but don't reward them further by being able to say, "I'm better." It ain't necessarily so.

Robert Waldbauer
Galion, OH

Robert, you do have some valid observations about the point system, although We don't agree that the "idea" has "gone sour."

A high Network rank does *reflect excellence in role-playing skills. RPGA tournaments are a true role-playing challenge and those who consistently do well in these tournaments are likely to be superior role-players. (See the next letter for an example of another view point on the system.)*

On the other hand, a low RPGA Network ranking does not necessarily reflect a lack of role-playing excellence. As you say, Robert, a low rank may simply mean that a member does not attend many conventions. There can be a lot of reasons for that. Indeed, no one says that all RPGA Network members even have to like competitive convention play.

Points and the Fun Factor

I will be the first to admit that when rankings came out in early 1985 (POLYHEDRON™ Newszine #22), I found myself fairly highly ranked and made a conscious decision to put a bit of a push on convention attendance and Network play to give myself a chance to be top-ranked the next time rankings were published. It took somewhat longer than anticipated for those next rankings to come out (in August, 1987), but along the way I had a great time playing in tournaments and attending conventions, met many fine friends, saw many excellent performances by fine role-players (some regular attendees and some not), helped support many smaller conventions, improved my rules knowledge and playing performance enormously, and improved my performance in terms of both wins and Network points.

I am very proud to be the top points RPGA Network player, but I attend conventions because I have a great time and I choose to play primarily Network events because they are consistently well-written, well-judged, and well-run. In terms of my playing performance, I am probably proudest of the consistency of my play (more than 40 firsts, including 13 of 17 AD&D® game Masters and one Grand Masters) and the number of different types of role-playing game systems I have been successful in (firsts in 13 systems). The points system may not be set up entirely to my liking or to anyone else's, but it attempts to measure comparative performance of players who play more than occasionally. I can think of no one in the upper reaches of rankings who achieved that level by mere attendance and play, as opposed to consistently good performance in terms of advancement and placement.

Yes, I'm a competitive person (frankly, it improves my play —ask the people who campaign with me).

See you at the next convention.

Donald Bingle
Naperville, IL. ❑

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The Critical Hit

Exploring Jorune

by Errol Farstad

"Scientists had long believed that habitable planets might exist outside the solar system. Using the new technology, several nations cooperated in a program to find such planets. Unmanned probes were sent to many distant stars, and in 2123, one of the probes detected a life-supporting planet...That planet was named Jorune."—Plot synopsis, Player Manual

Skyrealms of Jorune, by Skyrealms, Inc. ($25 boxed, complete), was introduced at GEN CON® 18 Game Fair for those who seek something out of the ordinary in the way of role-playing games.

Jorune is not a fantasy role-playing game, exactly. Nor is it a science-fiction game. Rather, it is a science-fantasy role-playing game, much in the same genre as the GAMMA WORLD® game. However, the creatures are even more unusual than those found in the GAMMA WORLD game.

In 2155, Earth ships colonized a relatively Earth-like planet, but later learned that their own planet was all but destroyed by war. The colonists began to exploit the resources, much to the annoyance of the natives. War ensued, and the colonists and natives nearly wiped each other out. As the player manual states, "The chaos of war destroyed any hope of creating a self-sustaining colony." During the next 3,500 years, humans developed into three separate races: the standard human, the giant boccord, and the somewhat reduced maudra.

Artwork: Describing the artwork with Jorune requires a section to itself. The artists had to come up with representations of the new types of critters within the realms of Jorune. I rarely have seen such detail in artwork, giving very nice visual impressions of the creatures found on the world of Jorune.

Rules and Explanations: Since Skyrealms of Jorune is a different type of role-playing game, extreme care must be taken in reading the rules and explanations. There are three books plus a supplement that must be read to gain a thorough, working knowledge of the game. I will also warn future Jorunites; some of the terms included in the game are written in "Jorunespeak," a language the designers came up with to flavor their game.

Character Generation: Character generation is simple, using 3d6 for each of the nine main characteristics: Constitution, Social, Color, Strength, Education, Isho, Speed, Agility, and Aim. There are also three additional characteristics; Learn, Spot, and Listen, for which players roll a d6 and add 7.

These characteristics are self-explanatory, except for Isho and Color. Isho is the character's ability to absorb the energy that surrounds Jorune over a period of one day. Color represents the ability to understand the energies that surround Jorune.

A lot of characteristics? Perhaps, but necessary for the game. While I like a simple game with few characteristics, some games need the extra stats.

Jorunespeak: You cannot read through any of the Jorune manuals without being subjected to the game's peculiar language. It is the language, I think, that adds a certain richness and separates this from other role-playing games. Fortunately, a glossary is included to explain the definitions of the language of Jorune. Since new names have been given for the creatures on Jorune, the language is hardly any bother at all. Like any language, it takes time to understand and master.

Combat: Until the combat system is understood, it may come across as a bit complicated, so I will attempt to explain it in a few sentences. All "to hit" rolls for combat are resolved with a d20.

There is no initiative, *per se*, in Jorune. Rather, who gets to swing first is determined with an advantage roll. The higher the number, the more you can do. A bit arbitrary? Maybe, but one's skill level and experience with a weapon determines bonuses to advantage to eliminate the possibility of the dreaded roll of 1-5 which means a character can neither attack nor defend. Another determining factor to the advantage roll is speed. (Speed is used for reaction time, while Agility is used for aim in ranged combat.)

Jorune's combat system is not as simple as *Paranoia*, where a d20 is used for everything. Neither is Jorune's combat any more complicated than the AD&D® game, where a different set of dice is used for each weapon. It is just a matter of becoming acquainted with the system.

Deadliness Factor: This game is nasty enough that characters can get killed if they are not careful or if they are just plain stupid.

Complexity: On a scale of one to four, this game is a three, primarily because of all the material that must be read thoroughly two to three times.

Miscellaneous: Most of the information within the three manuals can be easily found, though to tell you the truth I added some do-it-yourself tabs so that I can find information without consulting the Table of Contents.

Two campaign supplements have been added as of this writing: Campaign Jorune: Burdoth and Campaign Jorune: Ardoth ($9 and $7 respectively). Burdoth deals with the continent upon which the characters base their adventures. This is a must-buy for any GM serious in running the Jorune system. Ardoth is the capital city of Burdoth. The campaign supplement is not unlike many of the city map/backgrounds available for the various other gaming systems. It is complete, giving enough details for the GM, yet leaving enough for the GM to fill in.

Overall: Skyrealms of Jorune is a welcome change from the standard role-playing games, combining enough of fantasy and science fiction to make it a fascinating game. I do recommend, however, that if you are going to invest in the basic game for $25, that you invest an additional $9 and purchase Campaign Jorune: Burdoth so that you'll have a pretty good idea of what is in store for the players. Then, later, if you like what is offered, you can pick up Ardoth.

How Jorune Rates:

Packaging:	8
Rules and Explanations:	8
Deadliness Factor:	7
Miscellaneous:	9
Overall:	8
Complexity (scale of 1-4)	3

❑

The Living City

The Crescent Moon

by Rollin Ehlenfeldt

"The Living City" is a continuing feature in the POLYHEDRON™ Newszine through which members can share their best fantasy city material with the rest of the Network. All submissions will eventually become part of TSR, Inc.'s series of LIVING CITY fantasy play-aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town business" we'd like to see it.

The Crescent Moon is an old, one-story, stucco building with a flat stone roof. It is the shop and home of Kisandra, an old gypsy who reads palms and tells fortunes with cards. For more wealthy customers, Kisandra will divine the future or try to contact the spirits of the dead. She also houses wandering gypsies from time-to-time (but not openly). Kisandra shares the Crescent Moon with her granddaughter, Lucinda, and her grandson, Jacko.

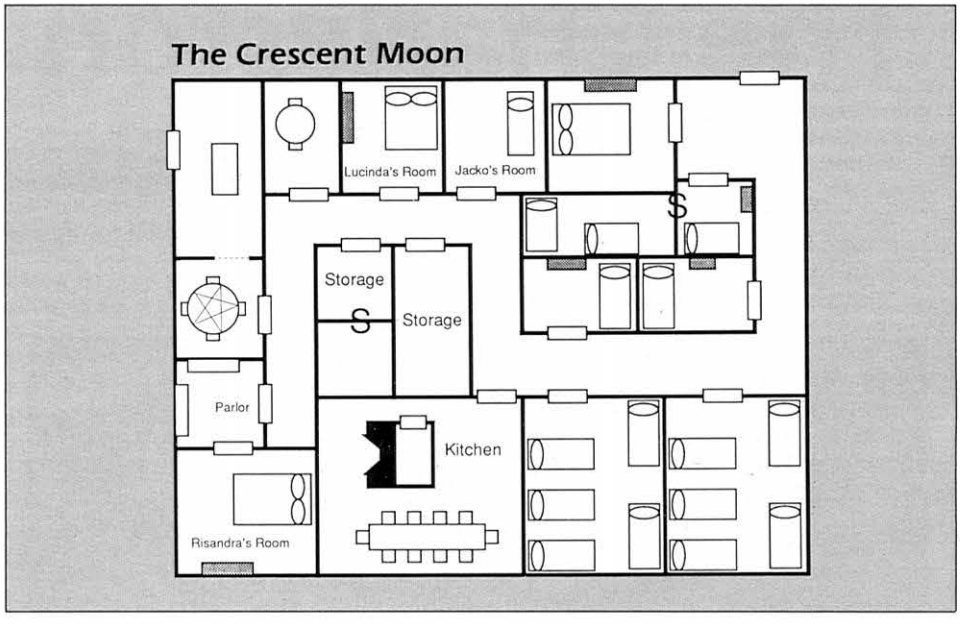
The shop is windowless and dark. The floor is covered with a thick carpet. The only other furnishings are a few chairs, and a small table holding a deck of cards and a few candles. Kisandra reads palms and cards here, charging a few coppers for each service. These rituals are not magical, but Kisandra is well-versed in both arts, and is a genuine palm and tarot reader in that sense. The fortunes and advice she gives are never wildly inaccurate, but they are never very precise either.

Kisandra provides her more expensive services in the rooms adjoining the shop. Both contain finer carpets, more comfortable chairs, and larger tables.

The table in the first room contains a genuine crystal ball. Kisandra seldom uses it for scrying, however. Instead, she uses it as a theatrical prop when foretelling the future.

The table in the second room is engraved with a silver pentacle. This is used during seances to contact the spirits.

The rest of the building contains living quarters and guest rooms.



Kisandra

5th Level Female Human Illusionist

STR: 7
INT: 18
WIS: 16
DEX: 16
CON: 9
CHA: 10
COM: 12
AC Normal: 8
AC Rear: 10
Hit Points: 10
Alignment: Neutral (Chaotic Tendencies)
Weapon Proficiencies: Dagger
Special Abilities: Palm Reading, Tarot Reading, Sage (see below), Sound Imitation
Languages: Common, Thorass, Ruathlek, Elvish
Spells/day: 4,2,1

Spell Book:

Cantrips

Groan *Moan*
Rattle *Tap*
Dim *Two-D'lusion*
Noise *Haze*

Level 1 Spells

Dancing Lights *Color Spray*
Phantasmal Force *Detect Illusion*
Detect Invisibility *Hypnotism*

Level 2 Spells

Alter Self *Magic Mouth*
Ventriloquism

Level 3 Spells

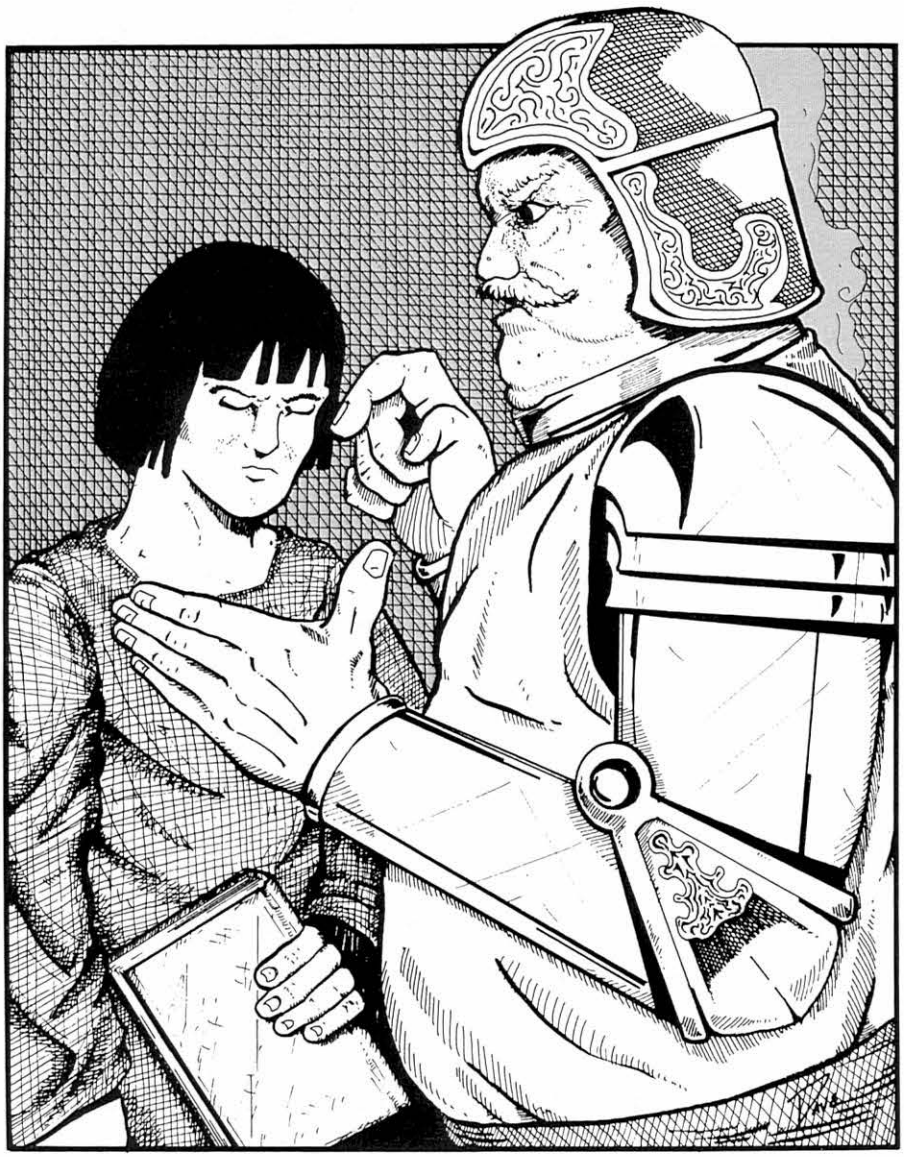
Delude *Fear*

Kisandra is an old woman who always goes about heavily cloaked. She is 75 years old, stands 5′ 7″ tall, and weighs 130 pounds. She is a quick-witted woman with a nose for milking the last copper from a client. This ability is based primarily on her *medallion of ESP,* but she also has a deep understanding of human nature. Through observation and judicious use of the *medallion,* she usually can guess exactly which results a client wants before a seance or prognostication even begins. Thus she is able to tell her clients exactly what they want to hear.

Although most of Kisandra's services are chicanery (enhanced to the limit by her spells and special abilities), they're not all fake. She has extensive knowledge of folklore, legend, and the undead.

(Continued on page 29)

The Charleston Academy



AN AD&D® GAME ADVENTURE

by Rembert Parker

developed by Skip Williams

Background for the DM

Something is very wrong at the Charleston Academy for Future Leaders. The school, a private institution which claims to teach young men the rudiments of civility and leadership, has (as do all schools) a group of incorrigible bullies among its students. Unfortunately for the well-behaved students, the bullies have located the grave of a semi-lich in an abandoned cemetery adjoining the school grounds. The undead creature hopes to use the bullies as its agents when they graduate, and has inspired them to act in a manner even more disreputable than is normally their wont. Under the semi-lich's guidance, the bullies have been able to conceal their transgressions from the Academy staff. However, one student, Randall Bingham, has taken enough abuse from the bullies. Unable to convince his teachers that the bullies are going too far, Randall has fled the Academy and returned to his father's home in Martinburgh, pausing only to visit his girlfriend, Selina, in the town of Coalfist. Unfortunately for Randall, his father, the mayor of Martinburgh, is also unsympathetic and insists that his son return to school posthaste. To insure the truant's return to school he hires the PCs to escort Randall back to the Academy. He also asks the PCs to question the headmaster about his son's academic progress.

At the beginning of the adventure the party is gathered at the Unseen Inn in Martinburgh to decide which members should receive the magic potions they acquired on their last adventure.

Note: Smooth's magic dagger is a *dagger of venom,* now empty. The +4 bonus Smooth thought he noticed was merely the effect of the poison injected into opponents.

The Adventure Begins

You are gathered at your usual watering hole, the Unseen Inn in Martinburgh. Like most places in Martinburgh, it's not a very exciting place, just a small-town inn that serves decent drinks and food because its customers, mostly adven-

turers and traveling merchants, demand it. Its only unusual feature is the enchanted mirror that hangs over the bar. Its reflection does not show the person looking into it, only the room and its contents. The mirror, unusual as it is, has become so familiar that it no longer holds any fascination for you.

The business at hand, however, promises to be more interesting — there are magic items to distribute, two potions. After a small payment to the local adventurers' guild, you have determined that the potions are *oil of fiery burning* and three applications of *oil of sharpness +3*. You must decide who will get the potions.

After the party has bickered for awhile; in walks Clyde. Clyde is a local with an appalling country bumpkin accent. But he is the mayor's nephew and he carries a magic sword. Clyde is the sheriff, and thus, Gareth's boss.

Your negotiations have been interrupted by the unwelcome appearance of the town sheriff, a bumpkin named Clyde. You remember three things about Clyde: he has a potent magic sword that likes him even though it's obviously smarter than he is, he's the mayor's nephew, and he's Gareth's boss. "Gawlly, Gareth," drawls the bumpkin. "The mayor shore is upset — he said fer you and some of your friends to.... Hey, what's with the new potions?" You wince inwardly, magic fascinates Clyde. Now you'll never be rid of the bumpkin until you tell him exactly what each potion does.

Clyde will insist on knowing what the potions do, and will want proof that they do what the PCs say. If the party lies about what the potions do, he will detect the lie (via his sheriff badge) and become even more insistent. Until he finds out what the potions do, he will not say why the mayor is so upset. "It's mah job to make sure nothing dangerous is allowed to wander around in the city limits — ah gotta make sure y'all can handle what y'all got and y'all fer shure can't do that unless ya knows what it is."

Clyde will be satisfied with a simple demonstration of the potions' effects, or an assurance that the adventurers' guild has identified the potions. Clyde warns the party not to use the *oil of fiery burning* within the city limits. Once satisfied, Clyde gets back to the mayor.

"The mayor wants fer you and your friends to do some travelin' for him; said fer you to high-tail it over to his office right away."

Gareth, being a town guardsman, must obey the summons. If the rest of the party wants to remain behind and stay bored, they may. Needless to say, by the time the party gets to the mayor he will be quite annoyed at the delay.

Clyde AL LG; MV 9″; F9; hp 81; AC 2; THAC0 12; #AT 2; Dmg long sword, +7 "to hit" +9 damage; Size M; In low; Sts 11; Stw 10; Sheriff badge (*detect lie* for 1 turn 4x/day), *long sword, vorpal blade, ring of protection +2;* SA Long sword double specialist.

Mayor Bingham's office is the second nicest building in the village (his home is the nicest). Stepping inside, you are greeted by his blonde receptionist, Ginnie.

Ginnie has an Intelligence of 6 and a comliness of 19. She will make a fuss over one of the men in the party (probably Gareth) and will eventually escort the party into the mayor's office.

You enter a room that most of you have never seen before; it is furnished in some of the darkest mahogany and cherrywood that any normal tree could supply. There is a large liquor cabinet to the right, several sofas and chairs directly ahead, and a squirming 14-year-old boy to your left. Sitting behind his 10-foot desk is a very angry looking mayor.

"It's about time you got here," he growls. "What took you so long?"

The mayor will listen to the answers and dismiss them as lame excuses.

The mayor dismisses your conversation with an imperious gesture. "The business at hand concerns that young man over there. He is, I'm sorry to admit, my son Randall. It seems that after only two weeks at school he decided he was tired of it, and ran away to come back here. Harumph."

The young man looks decidedly gloomy.

"I want you to take him back to school, and see to it that he stays there this time. He insists he isn't learning much. Balderdash! The Charleston Academy is famous for producing leaders; I only regret that I was unable to attend there as a lad. I want you people to get to the root of his problems and see to it that there are no recurrences of this behavior. Interview the headmaster, attend classes with him. Do what you have to."

The mayor tosses a small brown sack to Gareth. "I trust that 1,000 pieces of gold will be sufficient to cover your expenses; if any remains after your return, feel free to keep it."

He tosses a piece of parchment on the desk. "Here's a map showing the route to the Academy; it's about one and a half day's march beyond Coalfist; shouldn't take you more than a week to get there and back. See to it that nothing happens to the little adventurer on the way (this last is added very sarcastically). Any questions? Good."

The Mayor turns to Randall and grimaces. "No more allowance until I get a good report on your progress, young man. Is that understood? Well, speak up, I can't hear you!"

"Yes, sir," the boy replies sullenly.

The sack contains ten 100 gp gems.

Randall: AL NG; MV 12″; HD 1; hp 3; AC 1 (cloak and dexterity); THAC0 20*; #AT 1; Dmg by weapon; Size M; In high; Sts 19; Stw 18; SA as a budding thief, Randall has 30% chance to pick pockets.

Unbeknownst to the mayor, Randall has been into his father's collection of magical goodies and equipped himself with the following: an invisible *ring of invisibility,* a *cloak of protection +5, boots of striding and springing,* and an *amulet of proof against detection and location.*

Note: Since the last item is a barrier to detect magic, it is unlikely that the party will learn that any of Randall's equipment is magical.

If the party questions Randall, the boy will insist that he was merely homesick. If they try to get information about the Academy, Randall will be evasive. "It's just a school." The most that can be gotten out of Randall is his roommate's

name (Winston), and his daily class schedule (see The Academy). If asked what he thinks of the school, his roommates, or his classes, Randall answers with an unenthusiastic, "They're okay."

On the Road

Day One

The journey the first day is uneventful until about 3:30 in the afternoon. The road runs through a wooded area, and when the party comes around a sharp bend they come face to face with a band of eight ophidians, who attack.

Ophidians: 8; AL CE; MV 9"//18"; HD 4; hp 28 each; AC 5; THAC0 15; #AT 2; Dmg short sword, 1-3; Size M; In average; Sts 16; Stw 15; SA bite causes save vs. poison or be afflicted with a lycanthropic condition which will turn the victim into an ophidian, onset time is 2-5 days, duration is 8-16 days, cure disease negates.

When the melee begins, Randall will wait until he is not being observed, turn invisible, and jump up into a nearby tree. When the party starts winning the melee, he will become visible and start rooting for the PCs.

The ophidians carry no treasure; if the party follows their tracks they will be led back to a hole in the ground. This leads to the lair of a spirit naga who originally sent the ophidians to bring back human prey. The hole has an unpleasant smell, and Randall will refuse to enter it.

Spirit Naga: 1; AL CE; MV 12"; HD 10; hp 53; AC 4; THAC0 10; #AT 1; Dmg 1-3; Size L; In high: Sts 10; Stw 9; SA Spells; bite causes save vs. poison or die; can permanently charm a creature which meets its gaze unless a save vs. paralyzation is made

Spells: *magic missile* (three missiles) (x3), *sleep, melf's acid arrow, invisibility, lightning bolt* (5d6), *command, cure light wounds, hold person*

The naga waits in her lair invisibly, looking for a chance to catch the entire party with the lighting bolt. She will continue throwing spells when appropriate, biting and using her gaze weapon when she can't think of anything better to do. The lair contains a stunning (to the PCs) treasure consisting of 320 cp, 1,116 sp, 480 gp, three gems (1 gp each), and a horn. The latter is a magical *horn of fog.*

The party may camp in peace that night if they have destroyed the naga; if not, the naga will attack while most of the party is asleep. She tries to charm one of the guards first. If the party is caught unawares, Randall will wake up, go invisible, and try to alert the PCs to their danger.

Note: If questioned, Randall will deny having any magical items. If pressed, he will insist that he had a *potion of invisibility* that he swallowed at an appropriate time.

The Village of Coalfist

At about dusk on the second day, the party will come over a rise and see the village of Coalfist in the distance. As they get closer, Randall will insist that they follow him off the trail to see a beautiful view. He leads them east up some hills, following a well-beaten path, and they come to a pastoral view of a bubbling river.

Anybody watching Randall closely will notice that he is eyeing a tree. Inspecting the tree will reveal a large number of initials carved in the trunk. If anybody asks what the initials are, make up any number of pairs. Any character specifically looking for initials RB (Randall Bingham), finds a heart with the initials RB and SD in it.

If Randall is questioned about the tree, he will claim not to have seen it before. If anybody asks about the initials SD, he will deny knowing anything about them (but will turn very red).

When the party enters the village, they find it to be much like any other they ever have seen. Randall explains that he and his father always stay at the biggest inn in the village, the Duncanson Inn.

The Duncanson is quite large; the first floor has a dining room, a bar, and a spacious area for gaming, contests, and meetings. Rooms cost 2 gp per night plus 1 gp per additional person; this cost includes food but not drink.

That night, while dinner is winding up, the party will encounter any number of distractions:

A dealer in fine jewelry approaches Anastasia. He has some pieces that he thinks match Anastasia's fine looking set. His wares include a ring worth 120 gp, two bracelets worth 50 gp each, a pendant worth 300 gp, a headband worth 200 gp, and two sets of earrings, one worth 100 gp, and one worth 500 gp.

Two locals approach the party looking for a dart-throwing contest. Each is willing to wager 5 gp that he can best any party member two throws out of three. Each has 20 gp to squander on betting. If a PC accepts the wager, treat each throw as an attack. The thrower who hits the best armor class wins. The locals have a THAC0 of 18 for purposes of dart-throwing.

A dwarf offers to appraise or buy gems. He smirks if the characters produce the gems from the naga's lair. He's too polite to come right out and say they're junk, instead he makes a grand show of examining the stones and pointing out their many flaws: "Not much color for quartz, big chunk though, too cloudy to be much good for anything. Let's look at this tiger eye. Hmmm, a bit jaundiced, ha! A little joke there. Ah ha! this agate looks interesting, oops bit of a crack there. Okay, three pieces of gold for the lot." If the party demurs, the dwarf will throw in a round of drinks, but will go no higher.

Several men launch a discussion about whether of the use of force is justified in cases where a man is suspected of a crime but no definite proof is available.

Two men argue over which of their wines tastes better.

The owner asks Gareth to help "escort" some rowdy barbarians back to their rooms.

The distractions should happen simultaneously or in rapid succession. The idea is to get everybody preoccupied with some piece of minor business. While the PCs are occupied, Randall disappears — he can simply crawl under the table and go invisible, or go to the bathroom and go invisible, or slip away in a similar fashion. Before he goes, Randall lifts Smooth's magic dagger; even if Smooth notices that it is gone, he will have a difficult time finding it.

The characters will eventually notice that Randall is missing; there will be no sign of him anywhere. If anybody thinks to ask the innkeeper if he has a daughter whose first name begins with S (or about age 14 or etc.), he will explain that he has a 14-year-old daughter named Selina. Further investigation reveals that Selina is also missing.

Anyone asking a local (not a visitor) about the strange tree, will be told that legend has it that two people who willingly carve their initials in the tree together will be true loves for life.

If the party can't figure out what happened to Randall, the innkeeper's wife will come in looking for her daughter Selina after about an hour. If the party still needs to be hit over the head, about ten minutes later a drunk will come in offering to tell a secret in return for a glass of wine — he tells the party that he saw the innkeeper's daughter walking down main street with some stranger from out of town.

When the party gets close to the scenic area they saw earlier in the day, they will hear a woman screaming. When they get to the tree, they see a battle in progress.

> Randall and a pretty girl about his age stand with their backs to the tree. The boy is armed with a gleaming dagger, the girl with a staff. They have killed one bugbear; but eight more circle the tree.

Bugbears: 8; AL CE; MV 9″; HD 3+1; hp 18 each; AC 5; THAC0 16; #AT 1; Dmg spear; Size L; In low: Sts 16; Stw 15;

Collectively, the bugbears have 5d6 cp, 4d6 sp and 3d6 gp. Both youngsters are badly shaken by the encounter, but Randall will try to appear unaffected and will comfort Selina. He thanks the PCs for their assistance. Once he gets back to the inn and into his own room, he will collapse into tears, sob for awhile, then quickly fall asleep.

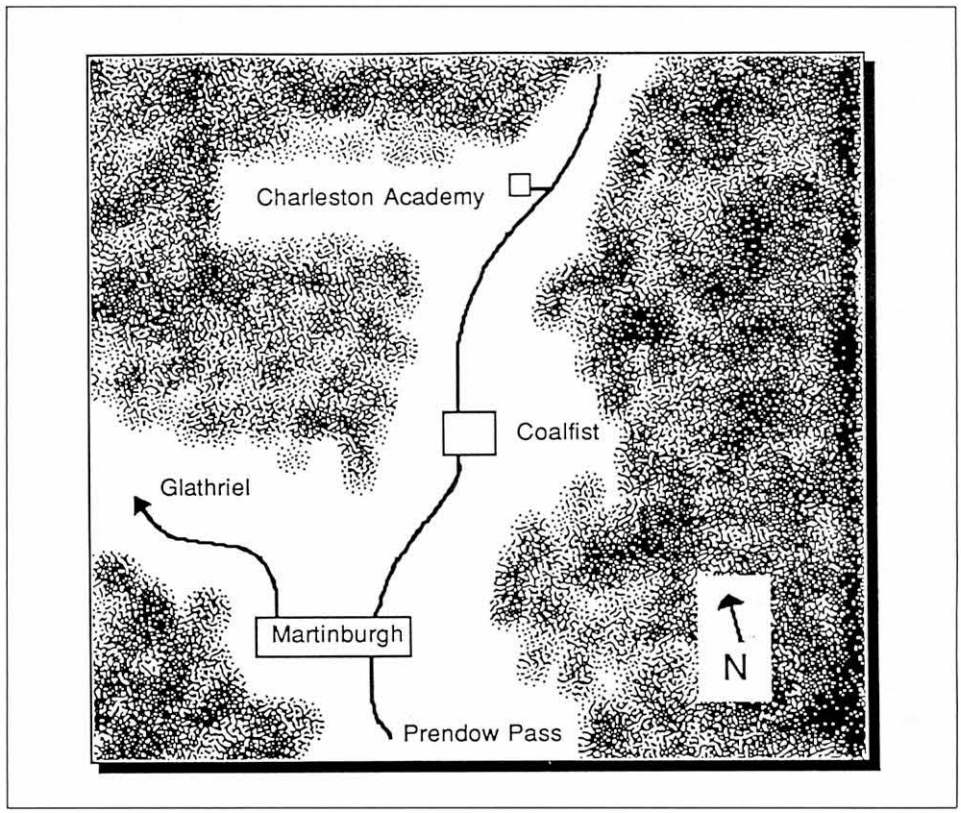
Day Three

The next day Randall is more communicative; he will start dropping hints about having some trouble at school. Little by little (let the party drag it out of him) he will relate how some of the boys at school are picking on his friends. And him. He will explain that he talked to the head of the Academy, but was told to toughen up and act like a man. He will add that he is convinced that something is wrong with the other boys at school.

When the party makes camp at the end of the day, Randall notices a visitor, "Hey Thrassupt, can't you talk to animals? There's a cat over here." The cat looks like a black panther; but it's really a nonafel. Once Randall calls the party's attention to it, it separates and attacks.

Nonafel: 1; AL CE; MV 9″; HD 9 (parent), 2 (children); hp 72 (parent) 9 each (children); AC 5 (parent), 6 (children); THAC0 12 (parent), 16 (children); #AT 1; Dmg 2-20 (parent), 1-8 (children); Size L; In low: Sts 11; Stw 10; SA Can divide into nine "children" within one segment, if one or more children are damaged, 25% chance to re-associate and regenerate 1 hit point/round per surviving "child," division and re-association does not prevent combat.

After this encounter, Randall is even more impressed with the PCs, and will freely offer details about the Academy — maps, names, etc.



The Academy

> The next morning, you reach the Academy after traveling about three hours. A long stone wall stands to your left, between the road and the grounds. After a few hundred yards it opens to a path leading west. Over the entrance the stones form an arch which has a built-in sign reading: The Charleston Academy for Future Leaders. Randall heaves a sigh when he sees the entrance, but gamely leads the party onto the path.
>
> Immediately to your right you see sports fields, to your left, a large ring of stones surrounds a scorched area — clearly a campfire ring. The path leads to the center of a U-sided building. A sign on the door instructs visitors to knock; there is a large wooden ring on the door.

Knocking with the ring produces a dull booming noise; several minutes later Headmaster Charleston appears.

Inhabitants

Charleston: This retired paladin has decided that he can best serve the forces of law and goodness by getting hold of the sons of leaders and trying to direct their growth to an alignment that he feels is more acceptable. He tells each parent that he normally charges several thousand gold pieces tuition, but that in their son's case he is granting a complete scholarship because of the boy's potential. He makes up for this in subsequent donations. He has become very gruff in his old age, and more lawful than good. He is totally unaware of the evil in the back yard, and truly believes that the problems are the normal problems with school bullies. He will be cordial to the party, but doubt anything

they say about something being wrong. ("Boys come here with these problems every year; they need to grow to learn how to fight their own battles.") He will not let on that he is a paladin.

Charleston: AL L(G); MV 12"; Pa 6; hp 60; AC 9; THAC0 16; #AT 1; Dmg staff; Size M; In average; Sts 14; Stw 13; SA paladin/cavalier abilities.

Borgultandish: This fighter teaches physical education, horsemanship, and fencing. He is aging, gruff, and brooks no misbehavior in his classes. Like Charleston, he believes there is nothing wrong at the school. He thinks all the boys need is some discipline.

Borgultandish: AL LN; MV 12"; F6; hp 52; AC 2 (bracers, Dexterity bonus); THAC0 16; #AT 1; Dmg pummel, or long sword; Size M; In average; Sts 14; Stw 13; SA pummeling double specialist.

Equipment: *bracers of defense AC 4, long sword +1, potion of healing*

Trandellia: This 52-year-old woman does the cooking and cleaning; she was Charleston's nanny. The old paladin adores her, and she can therefore get away with almost anything. She has seen the boys fighting and feels it is a natural result of being in a military atmosphere — too much discipline and harsh treatment. She thinks it's too bad they can't all act as well as that nice young man Cody.

Trandellia: AL CG; 12"; HD 1; hp 6; AC 10; THAC0 20*; #AT 1; Dmg pummel; Size M; In average; Sts 19; Stw 18

Kangalt: Here is a real rarity — a half-orc scholar. His treatise on the dwarven occupation of Glathriel is considered the standard by which all other history books are measured. He is convinced that some form of evil is subverting the students; he will talk at great length about how the situation here is similar to what happened in the court of Jassiplean when that accursed gem was returned as part of the loot after the sacking of Prendow. Unfortunately, only his theory is correct, and that is flawed, there is no *item* subverting the students.

Kangalt: AL NG; MV 12"; HD 1; hp 6; AC 8 (Dexterity); THAC0 20*; #AT 1; Dmg pummel; Size M; In genius; Sts 19; Stw 18

Dramastine: This druid teaches nature and farming, but is uncomfortable about the way Charleston uses the boys' farming plots to teach the principles of Law, however subtly he does it. He sees the problems at the school as a natural result of Charleston's attempts to force alignment changes (it all balances out eventually).

Dramastine: AL N; MV 12"; D3; hp 19; AC 6; THAC0 20; #AT 1; Dmg scimitar; Size M; In high; Sts 15; Stw 14

Spells: *animal friendship, detect magic, speak with animals, create water, locate plants, cloudburst*

Students: The boys are paired off in rooms (see map). Except for Cody and Randall, they have identical statistics.

Boys: AL varies; MV 12"; 1; hp 4 each; AC 10; THAC0 20*; #AT 1; Dmg pummel; Size M; In average to high; Sts 19; Stw 18

The Baddies:

Cody and Klint. Cody is the real leader of the baddies; he is the oldest student at the school and is nominally in charge of the dormitory. This effectively gives the baddies the ability to come and go as they please. The semi-lich often imbues Cody with a *cure light wounds* spell, which Cody uses when the baddies get carried away and really hurt somebody. This allows Cody to claim that the victim was never hurt badly. Because he is the oldest, and has a peculiar ability to make things "right," all the boys respect him. He is obsequious to a fault when adults are around, but he has no true respect for anyone except his mentor, the semi-lich. Cody has formed the baddies into a secret society that venerates the semi-lich. Cody periodically leads small groups of baddies to meet the creature in the dead of the night. Klint is the school bully; he instigates most of the baddies' pranks, practical jokes, and especially the "hazings" of younger students. He never misses an opportunity to torment other students, particularly those he considers to be "goodie-two shoes." Klint is a chaotic neutral human.

Cody: AL CN; MV 12"; F1; hp 10; AC 9 (Dexterity); THAC0 20; #AT 1; Dmg pummel or knife; Size M; In high; Sts 17; Stw 16

Spells: *cure light wounds*

Dowen and Brusstel: Dowen is chaotic neutral and a stereotypical half-orc. He dislikes "soft" humans, and particularly likes pushing around Scoltin. He used to antagonize Traors but stopped when the dwarf rearranged his face. Brusstel is a chaotic neutral human; he is Cody's second in command and the semi-lich's devoted servant. It was he who stole the materials from the stable (see below).

Georgewain and Stanzel. Georgewain is a lawful neutral half-elf; he feels that all non-elves are dirt under his feet. He considers Ernwalt to be a traitor to his race for fraternizing with the enemy (ignoring the fact that most of his colleagues are non-elves). Stanzel is a chaotic neutral human; he is Klint's shadow, and always eager to execute some new cruelty or prank.

The Goodies:

Randall and Winston. Randall is the neutral good human who got the party involved in this affair. Winston is a neutral good human; he is small for his age, and very scared of the baddies. He was frightened and restless while Randall was gone, so much so that he was awakened by Cody's nocturnal shenanigans two days ago. He saw Cody, Stanzel, and Georgewain leave the dormitory, but does not know where they went. He hasn't told anyone, fearing reprisals from the baddies.

Scoltin and Ernalt: Scoltin is a neutral good halfling; he is rightly running scared, and would like to find a nice, comfortable hole to hide in. Ernalt is a lawful neutral half-elf; he considers Georgewain a traitor to his race because of the way he allows a human (Cody) to run his life. He is quick to back up any of the good students who are threatened.

Traors and Bristow. Traors is a chaotic good dwarf; he has had enough of this, and would gladly pound the baddies into the ground if he could just get a few stanch allies to stand their ground. Bristow is a neutral good human who is convinced that if the boys could just get to know each other better they could all be friends. Fat chance.

At the Academy

When he sees Randall, the headmaster will immediately put on a stern visage; he will order Randall to go upstairs and

get dressed for lunch. He will then invite the party inside to talk with him in his private office.

The office is decorated in early military academy; along one side of the room are bookcases full of unread books. Along the other side of the room are plaques bearing the names of students from previous years.

Charleston patiently listens while the PCs tell their story or speculate about problems at the school, but doesn't really pay attention. He explains that each class has a period where the boys must get accustomed to each other, and it is common for one or more of them to feel picked on. Nothing the party tells him will change his mind. After the discussion is over (or at the appropriate time), he invites the party to spend the rest of the day and that night visiting the Academy and observing its activities.

The first event will be lunch; the boys are all present and dressed in navy blue uniforms. Before lunch begins, the headmaster will introduce the various party members to the staff, and to Cody. Then, one party member will notice a boy (Klint) pouring pepper on Randall's food when he goes back to the kitchen. When Randall returns, another boy (Brusstel) tries to trip Randall. Charleston misses both incidents. If the party calls the headmaster's attention to either incident, he dismisses it. If the party presses the point, the headmaster will ask Cody what he saw. Cody replies that Randall has been a bit of a trial. "When young Mr. Bingham sat down he managed to produce quite a cloud of pepper, much to the consternation of those seated next to him. But since most of it eventually settled onto his own plate, I think he's learned his lesson. When returning to the table after conveying an empty dish to the kitchen, he walked right into another student."

After lunch, the boys return to class; Charleston asks the party to wait behind. After the boys are out of earshot, he explains that one of the Academy's earliest graduates has made possible a room that allows observation of the classes. He leads the party up to a set of rooms that they will be allowed to use that evening (just in case they want to leave any of their equipment; he will explain that nobody except himself, Trandellia, and the guests can enter the top wing of the northern wing — he will not elaborate except to insist that it is not possible. He then will lead them to a room which contains a tub of water surrounded by a number of chairs. He picks up a long stick of wood, runs it through the water, and then points out the new view — the party can see the class from a vantage point above and behind the students. As Charleston is putting away the stick, the party will see Klint punch Randall in the arm as he goes by (Charleston will be dubious of what they saw.) "It will take your eyes a while to adjust to the depth of the water."

The teacher, Kangalt, proceeds to give a lecture which explains how the large success of the mining efforts of dwarven immigrants led to rapid inflation in their dealings with the elves of Glathriel, "Increased gold supplies chasing static food supplies." And how later diminishing returns impoverished the dwarves and was one of the underlying causes of the occupation. Charleston will fall asleep during the class and misses Stanzel stealing Scoltin's notes at the end of the lecture.

There is a break before the next class. As the break ends, the boys troop back in; Georgewain and Ernalt have bloody noses, and Stanzel is limping — Traors is beaming. Randall's shirt is ripped.

Dramastine teaches the next class. He lectures on the importance of understanding the food chain, and explains how destroying the wolf population may destroy an agricultural society when the rabbit and rat populations formerly kept in line by the wolves are allowed to grow unchecked. During the lecture, Charleston leaves to check on the menu for dinner; while he is gone Dowen hits Winston on the back of the head with a book and nearly knocks him out (he covers by knocking his own books on the floor and yelling at Randall to leave his stuff alone). Charleston reenters just in time to hear the teacher telling Randall to stop making trouble during his class.

After this class, the students go out back for exercises and martial arts training. The party is led to a room at the back of the building that has a one-way window (from outside it appears to be stone). They watch the students going through their paces; whenever somebody starts to make trouble, the teacher, Borgultandish, immediately steps in and allows the offender to "volunteer" to act as the victim as he demonstrates a new move.

After this, Charleston explains that the students will go swimming and invites the party members to join them. The PCs are free to decline. The students are each assigned a buddy, and there are frequent buddy checks. The swimming session starts with some work on specific strokes, and then the students are allowed a free swim time. During this time, there are any number of incidents that look like aborted attempts to drown one another. At least once, it will appear that Randall "disappears" underwater just as several baddies have him surrounded.

After this, the students are escorted back up the hill to the academy, and the party is told that the students have about two hours of free time to "kill."

The teachers retire to their rooms, except for Borgultandish — he tends the horses. If any PCs talk to him, he will suggest that some of the students are keeping a wild horse out in the woods. In the last week he has been missing some of the straw he uses in the stalls, some of the leather tack, and some of the lead ropes.

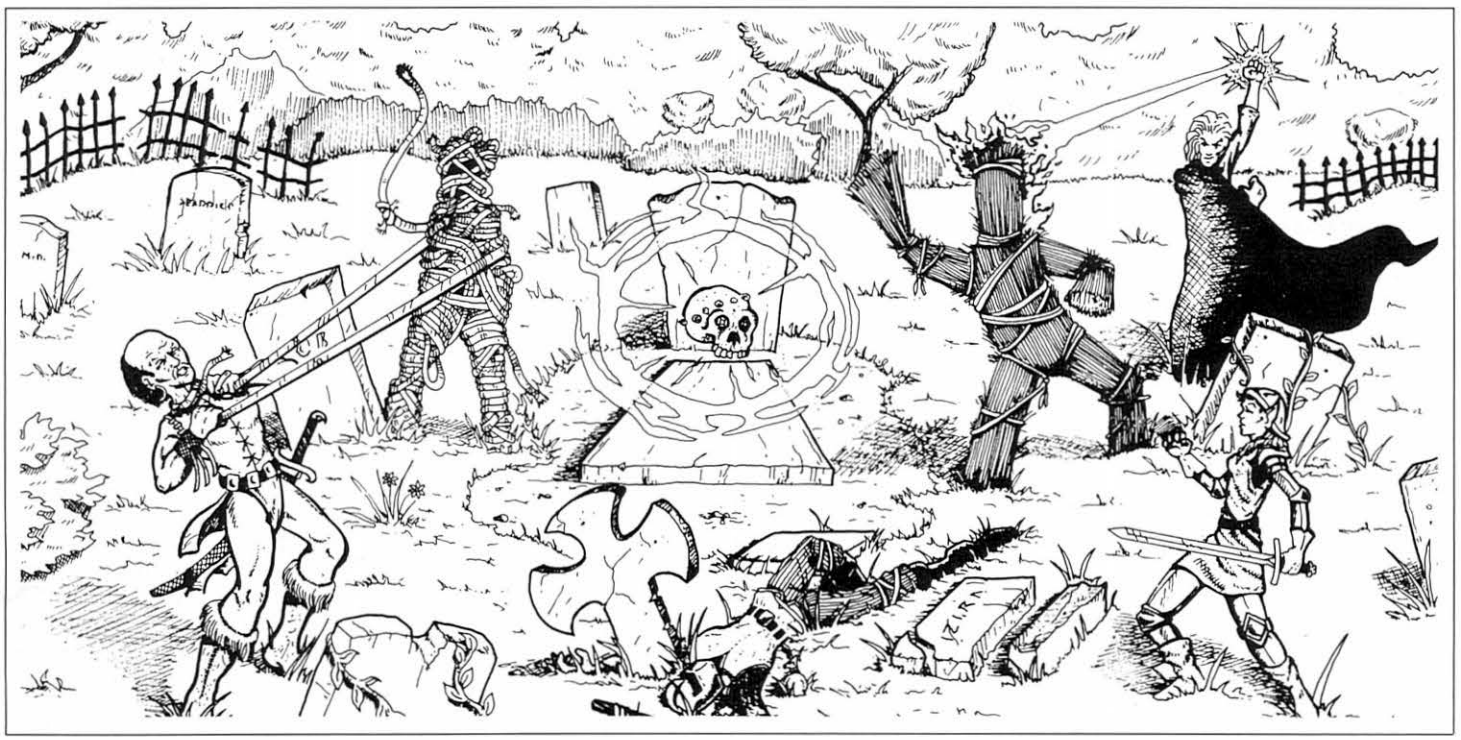
This is the party's opportunity to investigate; they will be allowed to split up, stay together, or whatever — the students will tend to move around, but eventually the party will notice that some of them seem to be drifting back down the hill toward the boat area. In fact, the baddies will be headed for the semi-lich's lair; Cody is wary of the party, and wants some advice. The PCs can interview each student if they wish, Charleston will not allow for any formal interrogations, but he expects each student to be polite to the guests.

The Lair of the Semi-Lich

The semi-lich lies in an abandoned cemetery, no trees grow here, but the place is overgrown with nasty-looking briars and thickets of burrs. The baddies have cleared the vegetation from the semi-lich's grave, and reset the toppled headstone.

If the party tracks the baddies, they will be able to hear the boys talking to the semi-lich before they reach the cemetery.

> Nobody would walk through these woods for enjoyment, there's too much undergrowth. Still, boys will be boys, perhaps they are playing at some school game. You can hear their voices floating down from a nearby hilltop, they seem to be chanting something. There is a pause, followed by a single, rasping voice, one of the older boys, perhaps.



When you reach the hilltop you see a clearing filled with brambles and toppled headstones. Eight boys stand in a semicircle around the one decently preserved grave. The oldest boy, Cody, is not pleased to see you. There is a rustling in the undergrowth behind you, and you find yourselves under attack.

If Gareth does a detect evil, he will get an immediate response from only one source, the grave. The attackers are the missing straw and rope and leather.

Straw Golems: 2; AL N; MV 12″; HD 2+4; hp 20 each; AC 10; THAC0 16; #AT 2; Dmg 1-2,1-2; Size M; In non; Sts 10; Stw 9; SD immune to bladed weapons; half damage from blunt weapons; double damage from fire; immune to mind-effecting magic

Rope Golems: 2; AL N; MV 9″; HD 3+6; hp 30 each; AC 8; THAC0 13; #AT 2; Dmg 1-6,1-6; Size M; In non; Sts 10; Stw 9; SA successful hit causes strangulation, 6 points/round; SD immune to blunt weapons; half damage from piercing weapons; immune to mind-effecting magic

Leather Golems: 4; AL N; MV 6″; HD 4+8; hp 40 each; AC 6, THAC0 12; #AT 2; Dmg 1-6/1-6; Size M; In non; Sts 10; Stw 9; SD hit only by +1 or better weapons, half damage from blunt weapons; immune to mind-effecting magic

The students will run away as soon as the melee starts. The semi-lich will immediately cast his two *wyvern watch* spells, then *spike stones* on the area surrounding the grave. He continues using his spells as intelligently as possible thereafter.

Semi-Lich (new creature)

This is a demi-lich that hasn't made it yet. Its appearance is similar to a demi-lich, a gem encrusted skull and a few scattered bones. Although its body has rotted away, its original lifeforce is still strong, and the creature does not need to accumulate energy as does a demi-lich. When approached to within 10 feet, the skull rises into the air, supported by a column of dust. The creature can use any spell it could use as a lich, but has no physical attacks (except touch-delivered spells). The creature cannot be turned. Even if reduced to 0 hit points or less, a semi-lich is not destroyed until holy water is poured on the site and a *ceremony* spell is cast to *consecrate* the ground. If these steps are not taken, the creature will reform in 1d6 months.

This particular specimen is a 13th level cleric with a wisdom of 12.

Semi-lich: AL CE; MV 0; Cl 13; hp 60; AC −3; THAC0 12; #AT 1; Dmg N/A; Size 3; In genius; Sts 9; Stw 8; SD hit only by +3 or better weapons

Spells: *cure light wounds* (bestowed on Cody), *darkness, cause light wounds* (x2), *protection from good, cause fear* (x2), *command, wyvern watch* (x2), *dust devil, silence 15′ radius* (x2), *know alignment, hold person* (x2), *cause paralysis* (x2), *curse, dispel magic* (x2), *prayer, spike stones, spell immunity, cause serious wounds, imbue with spell ability* (cast), *golem* (x2) (cast)

When Charleston learns of the semi-lich he will hurry to the grave and detect evil to determine the monster's status. If the creature has not been slain, a strong evil aura will remain, and Charleston will announce that the creature is powerless, but not destroyed. It is up to the party to figure out how to slay it.

If the creature is slain, the boys will return to normal, and Charleston's teachings will begin to take hold; except for Cody, who is expelled. (Discipline must be maintained after all.) The headmaster is so pleased he writes a glowing account of the PCs' heroic actions and sends it to each PC's superiors. This clears the blots various PCs have on their records and brings the party a measure of renown throughout the realm. ❑

Thrassupt Tree-Friend

6th Level Elven Male Druid

STR: 12 *+100#wt, Drs 1-2, BB-LG 4%*
INT: 14 *+4 languages*
WIS: 18 *+3 ST bonus*
DEX: 14
CON: 13 *SS 85, RES 90*
CHA: 18 *+35% reactions, 15 henchmen/+40% loyalty*
COM: 12
Age: 468
Height: 5′ 3″
Weight: 110#
Hair/Eyes: Brown/Green
Alignment: N
AC normal: 5
AC rear: 6
Armor type: leather & shield, *ring of protection* +2
Hit points: 34
THAC0: 18
Spells/day: 6,5,3,2
Attacks: 1/1
Weapon proficiencies: staff, scimitar, whip

Special abilities: identify plants, animals, pure water; pass through undergrowth without trace; speak hill giant, pixie, lizardman, sprite

Non-weapon proficiencies: alertness, tracking, weather sense, animal noise

Magic items: *staff of the woodlands* +2; 12 *goodberries; ring of protection* +2; *Keoghtom's Ointment* (5 applications); *ioun stone,* pearly white spindle

Money: 31 gp, 14 sp, 8 cp, one 150 gp gem

You have been operating out of Martinburgh with the rest your party ever since you first became a druid. Your first superior unceremoniously dumped you there after an embarassing episode in which you mistook a giant skunk for a large cat (he refused to believe that tomato juice would help).

Your party is enough to try anyone's patience — they insist on investigating everything in as chaotic a fashion as possible. In order to balance things out it has fallen on you to try and force the party members to work together to solve problems instead of barging straight in. There are other adventurers in town, but most of them are out chasing rumors of an entrance to a lost dungeon — nothing you wanted to get involved in.

As the adventure opens, you and the others are in the Unseen Inn trying to decide who will get the two potions that were found on your last adventure. One

Gareth Gon-Groyne

5th Level Human Male Paladin

STR: 18/62 *+2 to Hit, +3 damage, +1250#wt, Drs 1-4, BB-LG 25%*
INT: 9 *+1 language*
WIS: 15 *+1 ST bonus*
DEX: 8
CON: 16 *+2 hp per hit die, SS 95, RES 96*
CHA: 17 *+30% reactions, 10 henchmen, +30% loyalty*
COM: 8 *homely*
Age: 24
Height: 5′9″
Weight: 130#
Hair/Eyes: Brown/Green
Alignment: LG
AC normal: 2
AC rear: 2
Armor type: plate mail +1
Hit points: 42
THAC0: 16
Attacks: 1/1 or 3/2
Weapon proficiencies: lance (choice), long sword (choice), horseman's mace (choice), dagger, footman's mace

Special abilities: detect evil 60', immune to all disease, lay-on hands once per day to heal 10 hp, cure disease once per week, protection from evil 10′ radius, +1 "to hit" and attacks 3/2 with weapons of choice, stays conscious to −8 hp, immune to *fear,* protection from fear 10′ radius, 90% resistant to mind- effecting spells

Non-weapon proficiencies: endurance, cold survival, blind fighting

Turn Undead

Skeleton	4
Zombie	7
Ghoul	10
Shadow	13
Wight	16
Ghast	19
Wraith	20

Magic items: *long sword* +2; *deputy badge* (*detect lie* for 5 rounds/3x per day); *potion of extra healing*

Normal Equipment: footman's mace, backpack, 1 week's iron rations, 6 torches, flint and steel and tinder box

Money: 11 gp, 24 sp, 15 cp

You have been stranded in the small town of Martinburgh for the last few years, ever since you tried to explain to one of your church's clerics that it was his job to keep the paladins comfortable. (How were you to know the head cleric was listening from behind the door?)

Borne Reiden

7th Level Human Male Cleric

STR: 16 *+1 damage, +350#wt, Drs 1-3, BB-LG 10%*
INT: 15 *+4 languages,*
WIS: 18 *+3 ST bonus*
DEX: 10
CON: 16 *+2 hp per hit die, SS 95, RES 96%*
CHA: 16 *+25% reactions, 8 henchmen/ +20% loyalty*
COM: 5 *ugly*
Age: 27
Height: 5′ 5″
Weight: 165#
Hair/Eyes: Brown/Green
Alignment: NG
AC normal: 2
AC rear: 3
Armor type: plate mail & shield
Hit points: 41
THAC0: 16
Spells/day: 5,5,3,2
Weapon proficiencies: staff, horseman's mace, footman's flail

Non-weapon proficiencies: healing, blind fighting

Turn Undead

Skeleton	D
Zombie	D
Ghoul	D
Shadow	T
Wight	T
Ghast	4
Wraith	7
Mummy	10
Spectre	13
Vampire	16
Ghost	20

Magic items: *necklace of prayer beads: karma, curing, heal* (as 6th level cleric spell), *ressurection* (as 7th cleric spell), *armband of curing* (maximum result from cure spells 3x/day); *scroll of protection vs. paralyzation; elixir of health*

Normal Equipment: horseman's mace, footman's flail, staff

Money: 64 gp, 37 sp, 29 cp, one 100 gp gem, one 200 gp gem

Sheesh — one little penmenship error, and here you are in a little backwater town in the middle of nowhere. Just because your letter to Mrs. McFig seemed to start out "Dear Mrs. McPig" she decided not to make the endowment to the church construction fund, and you suddenly found yourself on the road to nowhere. For years (it seems decades) you have been adventuring near Martinburgh, afraid to take on the perils of a trip back to civilization.

Fortunately, there are a large number

of fellow adventurers in town, so you have been able to keep busy keeping them alive (and finding yourself some important magical items along the way). If you can just convert enough of them to your way of thinking you can build up enough of a following to start a reasonable church branch here and maybe redeem yourself. Unfortunately, most of the adventurers in town are currently on an expedition looking for a lost dungeon entrance. (If you're lucky, it will turn out to be fable rather than fact.)

The rest of the party is currently arguing over who should get a potion of fire and something which sharpens blades, you don't really care who gets them as long as they get used properly.

Here's what you know about the others:

Thrassupt: This pagan elven druid is not to be believed — for some reason he thinks that he's in charge when there's a paladin around. Also, nothing you have said has been able to sway him from his strange beliefs about sacrifices to trees.

Gareth: There's something wrong with this paladin. He doesn't understand that paladins exist solely to do the bidding of clerics; no wonder his church sent him to this exile.

Silane: Just in case the enemy isn't doing enough damage to the party, this firebug is always around. Lately he has started burning party members (always by accident, or so he claims). Best to stay out of fireball range of him, of course, you can't always be sure just where he is.

Smooth: Now here is a success story; the man not only gave up his thieving ways, he joined your church. A lesson to be learned here: no soul is beyond redemption.

Anastasia: My, My, what a pretty lass, but a test of your faith. You simply must ignore the temptation she presents and hold to your vows of (groan!) virtue until marriage to (groan! again) a woman of the faith.

You have been sent here for some remedial humility training — you are forced to work as the deputy sheriff for a cretin (Clyde, the 19-year-old sheriff). If he didn't have that strange artifact of a sword you'd show him what's what. The only compensation is your deputy badge, which, when activated, announces "That's a Lie" when it hears one.

Most of the adventurers is town are currently out looking for an entrance to the great underground; you, because of your wonderful job, are stuck in town. At the moment, you and the rest of the party are trying to divide up a pair of potions — a fire potion which is obviously going to wind up in Silane's hands, and some *oil of sharpness* which is just the thing for your sword.

Here's what you know about the others:

Thrassupt: This old elven druid is a real pain, always trying to excuse neutralist behavior. His only redeeming quality is his realization that the party needs to operate together to succeed at anything.

Borne: Another bossy cleric. Don't they know that their job is to wait in the rear with their healing spells? He thinks his job is to be your boss.

Silane: A chaotic, magic-using elven thief — does anything else about this fellow matter? The fool has even burned several party members (yourself included) when throwing some of his spells during melee.

Smooth: This thief is on the road to recovery. Thanks to your patient help, he has come to understand that there is no future in thievery. He is now working on improving his acrobatic skills to make himself more useful.

Anastasia: This lass has a beauty that has grown on you. When you first met, you thought her rather plain, but she has come to have a certain air about her. It's about time she took some notice of you. If only she weren't so unpredictable.

of them is capable of making a weapon sharper — since you don't have a bladed magical weapon, it is only fitting that you get it. The other has something to do with fire (anybody but Silane can have that one).

Here's what you know about the others:

Borne: This ugly little priest is a typical human know-it-all, always trying to convert everyone to his funny beliefs. He packs a respectable number of healing spells, but he should be neither seen nor heard until your healing is used up.

Gareth: This overbearing paladin is another typical human, and a moral extremist to boot. Of course, he is useful in opposing evil (if only he didn't see it in places where it doesn't exist).

Silane: This elf is a firebug; he has caught you in his fireballs (always "by accident") no less than four times. He is not to be trusted, especially when out of sight (and he always seems to be out of sight).

Smooth: It's hard to believe, but this strange human appears to be a thief who has dedicated his life to helping others. In sharp contrast to Silane, he is always thinking of others, and never seems to steal anything. Equally curiously, he is usually able to figure out how to use the magical devices the party finds.

Anastasia: This poor half-breed has a few screws loose. Instead of staying home where she belongs, she is out swinging that sword of hers in the face of danger. True, she is getting very good at swinging it, but she needs to understand her place in the scheme of things.

Silane Quindel

Elven Male Magic User/Thief (5/5)

STR: 12 *+100wt, Drs 1-2, BB-LG 4%*
INT: 15 *+4 languages, Ctk 65%*
WIS: 13
DEX: 18 *+3 reactions; −4 AC*
CON: 12 *SS 80, RES 85*
CHA: 10 *4 henchmen*
COM: 11
Age: 375
Height: 5'1"
Weight: 128#
Hair/Eyes: Black/Blue
Alignment: CN
AC normal: 3
AC rear: 7
Armor type: *cloak of protection* +3
Hit points: 30 (26)
THAC0: 20*
Spells/day: 3,2,1
Weapon proficiencies: dagger, staff, darts, short bow

Thief Abilities

PP	OL	FT	MS	HS	HN	CW	RL
65	52	45	55	51	25	90	25

Non-weapon proficiencies: fire building, foraging, animal noises

Magic items: *dagger* +1, 8 *goodberries, fire wand* (see below)

Normal Equipment: backpack, staff, 8 darts, short bow, 8 arrows

Money: 274 gp, 184 sp, 38 cp

Spell Book

Cantrips

Firefinger *Dry*
Warm *Whistle*

Level 1 Spells

Burning Hands *Feather Fall*
Sleep *Unseen Servant*

Level 2 Spells

Flaming Sphere *Invisibility*
Knock *Pyrotechnics*

Level 3 Spells

Fireball *Item*
Monster Summoning I

Fire Wand

This device can produce the following: *faerie fire* (1 charge), *produce flame* (2 charges), a five-die *fireball* (3 charges), or *wall of fire* (4 charges). The user can safely expend six charges per day (non-cumulative); if this limit is exceeded, a five hit die *fireball*, immediately strikes the user. Fortunately, the *wand* also confers a +4 saving throw bonus against all fire attacks; if the user saves, he takes no damage, and failed saves reduce damage by half.

Smooth

6th level Human Male Thief/Acrobat

STR: 17 *+1 to hit, +1 Damage, +500#wt, Drs 1-3, BB-LG 13%*
INT: 13 *+3 languages*
WIS: 7 *-1 ST penalty*
DEX: 18 *+3 to reaction rolls, −4 AC*
CON: 16 *+2 hp per level, SS 95, RES 96%*
CHA: 9 *4 henchmen*
COM: 13
Age: 25
Height: 5' 3"
Weight: 110#
Hair/eyes: Blonde/Blue
Alignment: NG
AC normal: 1
AC rear: 5
Armor type: bracers of defense AC 5
Hit points: 36
Weapon proficiencies: dagger, long sword, dart
Non-weapon proficiencies: direction sense, healing, swimming

Thief Abilities

PP	OL	FT	MS	HS	HN	CW	RL
60	57	45	57	47	20	92	30

Acrobat Abilites

TW	PV	HJ	SBJ	RBJ
90%	10'	4'	5'	9'

T:A	T:E	F	W/E (Body)	W/E (add)
9%	15%;	25%, 15'	450 gp	100gp

Magic items: magic dagger, *bag of tricks* (rat), *magic lockpicks* (+10%), 2 *darts of the hornet's nest, potion of invisibility, scroll of protection from any trap, longsword +1* (named Lamont), *Bucknard's everful purse* (gold)

Normal Equipment: nine-foot pole, backpack, one week's gourmet rations, bottle of good wine, skin of passable wine

Money: 246 gp, 18 sp, 33 cp, 1 50 gp gem, 50 pp

Life just isn't fair. One of the world's greatest wine experts, you found a small-town inn with an amazing selection to sample and went just one drink too far. The next morning you woke up nearly penniless and abandoned by the merchant you were supposed to be guarding. Though most of your was money gone, you still had your magical purse, which provides you with enough cash to get by, but not enough to buy your way out of this miserable little town (too risky to travel back to civilization alone).

During the past few years, you've kept company with a number of adventurers. Not wanting to work for a living, you specialized in certain, um, useful skills — sneaking, unlocking, listening,

Anastasia

6th Level Half-Elven Female Fighter

STR: 17 *+1 to hit, +1 damage, +500#wt, Drs 1-3, BB-LG 13%*
INT: 10 *+2 languages*
WIS: 13
DEX: 12
CON: 13 *SS 85, RES 90*
CHA: 14 *+10% reactions, 6 henchmen, +5% loyalty*
COM: 16 *good looking, +16% reactions fascinate males WIS 8 or less*
Age: 234
Height: 5' 3"
Weight: 110#
Hair/Eyes: Brown/Brown
Alignment: CN
AC normal: 2
AC rear: 3
Armor type: plate mail & spiked buckler
Hit points: 48
Weapon proficiencies: bastard sword (double specialist), dagger, spiked buckler

Non-weapon proficiencies: blind fighting, alertness, running

Magic items: *sunblade,* incomplete set of *jewelry of commanding presence* (missing the earrings)

Normal Equipment: one week's normal rations, backpack, spiked buckler, dagger

Money: 631 gp, 214 sp, 53 cp, 1 256 gp gem

The powers that be deliver you from this male-dominated town. There isn't one of them worth having, and here you sit. During the years since your fiancee deserted you here in Martinburgh (poor man's ego couldn't handle your ability with a sword), you have gotten to be a much better fighter. You have acquired a really top-notch *sunblade* bastard sword, a comfortable set of plate mail, and a nearly complete a set of magical jewelry — you have the bracelets, ring and amulet of a set of *jewelry of commanding presence,* and if you can just find the earrings and wear the entire set for six months, your comliness and charisma will both increase to 18 forever (even without the jewelry). Your stats have improved so much already that most of the men in the town have started hitting on you. You've also been practicing with your bastard sword, and are almost to the point where you get two swings per round.

Most of the adventurers in town are out looking for an entrance to a lost dungeon; the others here are arguing over who gets a pair of potions you got hurt earning. No doubt they'll all have reasons why they want them (probably never occur to them that a woman could

use them properly).

Here's what you know about the others:

Thrassupt: This elven druid is nothing but a dirty old man; you can't help but notice the way he looks at you, and you've heard rumors of his strange pagan practices.

Gareth: Ick. Is that kind of human rules-making contagious? Or does it only strike male chauvinists? This paladin always insists that people do what he thinks is right; yuk.

Borne: You never have seen a man this ugly. Although he is clearly attracted to you, he always seems to pull away. It might be fun to tease him a little.

Smooth: This guy is always trying to get you drunk with cheap wine; at least lately he's been buying you a better brand of drink; and he is Silane's friend.

Silane: This guy is the only other properly aligned member of the party at present. He's also fun to be around (always doing the unexpected). If only he could get some help for his addiction to fire (could that be the result of some kind of repression?)

and other, um, thieving skills. The deputy sheriff thinks he talked you into changing your ways, in fact, you discovered that it took a lot of practice to get any better, so lately you've spent your time becoming more nimble.

In order to avoid bringing trouble on yourselves, you believe, it is necessary that the party not do anything to harm any innocent bystanders. As a result, you have become the party's conscience. In addition, your purse keeps you wealthy, so you generously tip all those who help you in any way; this doesn't hurt your image.

Recently, you obtained a magical dagger, but you have never been able to figure out how it works; sometimes it seems to be +1, sometimes as much as +4, but there seems to be no discernable pattern. Sometimes it merely seems better to use that trusty long sword, Lamont.

You are intrigued by magical gadgets and try to figure out how to use any that the party comes across. At present, the adventurers in town are trying to split up a pair of potions; one that should go to Silane (it generates fire), and one that you could use to spiffy up Lamont's blade (after all, the fighters already are at all kinds of pluses due to their specialization).

Here's what you know about the others:

Thrassupt: That over-bearing druid is positively lawful — always trying to give orders to poor Silane (and everybody else as well). You have him convinced that you are a champion of the downtrodden, and are careful to avoid hurting trees when he's around.

Gareth: Poor, deluded paladin; he seemed so concerned that your skills are inherently evil that you finally told him you were going to reform and become an acrobat (how is he to know that you were just tired thief training?)

Borne: This is the party's major source of healing. He has ressurected you a few times, so you joined his church and started giving him a few coins in offerings every week.

Silane: This guy is great fun. You can never tell what he is going to do next. The two of you occasionally cook up some great jokes to pull on Thrassupt (but only when you won't get caught).

Anastasia: There is simply no hope for this lass. Perhaps the elven half of her is to blame, but she cannot tell the difference between wine and vinegar. You once bought a 100 gp bottle of wine to share with her, and she guzzled it and declared it to be a bit flat! Thereafter you started buying her the poorest wines you could find. She may be pretty, but she's no prize.

It's not really your fault you're stuck in this Martinburgh place; just because your teacher noticed when you tried to pick his pocket to get that neat looking rod.... You woke up in the stable with the horses the next morning, with no idea of where you were (except that there were way too many humans around).

So, okay, you go with the flow; yeah, that's right. You must be here for a reason; maybe the pickings are slim, but there's not much competition.

So what if you never mastered *magic missile,* now that you have the *fire wand* people are gonna respect you. You would never intentionally harm a friend or colleague, don't they understand that?

It's not your fault that you sometimes panic in melee and cast a *fireball* on the enemy and somehow get the party as well; it's not your fault that sometimes you forget how many charges you've used from your *wand* and you accidentally *fireball* yourself (and the party) instead of the enemy — that's not your intent. What you really want to do is go *invisible,* sneak up for a triple damage backstab, and end the fight right away. Independent action utilizing each individual's strengths is the only way to go.

The party is currently trying to decide who gets some kind of potion which makes blades sharper, and after that they will give you your fire potion — all you have to do is wait them out.

Here's what you know about the others:

Thrassupt: Who died and made this druid king? This guy is a real pain. It sure is fun playing practical jokes on him, though. You've have been secreting the goodberries he gives you in a jar to preserve them for emergencies (like when Borne is knocked unconscious).

Gareth: This guy is a real stuffed shirt; he doesn't ever seem to enjoy himself, but what can you expect from a paladin? He has, however, saved your life over and over and over again.

Borne: You have to humor this cleric — he has the healing. If only he would stop preaching.

Smooth: A fellow thief. Who says an elf and a human can't be friends? The way he handles everybody is nothing short of amazing. And some of the ideas he gets for practical jokes on Thrassupt are truly inspired.

Anastasia: Now this girl is more like it. This fetching lass is just the ticket. Granted, she doesn't seem to give you the time of day, and she is a bit young for your tastes, but that's okay, you can age her in a hurry. She is astonishing in melee. They don't call her the tank (behind her back) for no good reason.

Sneak Preview

Clerical Spells

by Jon Pickens

As the AD&D® Second Edition rolls right along, the largest section of the *Players Handbook*, the spell section, has come up for review. At nearly the same time, as luck would have it, Jean asked for an article on the progress of Second Edition. Since clerical spells head the list in the books, I'll start with them.

The goal of the Second Edition spell review is to improve what we have. It is not, primarily, to add new spells, although we will add a few. We really want to accomplish the following:

1. Increase ease of play.
2. Improve consistency.
3. Eliminate balance problems.
4. Enhance role playing elements.

And all this while supporting DM creativity. When the smoke clears, we want spell descriptions that are concise and coherent and that cover the major uses of the spells in play without legislating every little detail for every campaign.

Furthermore, in the final version of Second Edition, the clerical spell list will include the druid spells (that is, more scope will be given to DMs to make up their own clerical organizations, and druids will be used as an example). This article, however, covers only the clerical spells from *Players Handbook* and *Unearthed Arcana.*

The scope of this phase of the Second Edition project has been outlined elsewhere ("The Game Wizards" column, DRAGON® Magazine #130, February, 1988), but I'll summarize it again here.

In addition to the current types of magic, Abjuration, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Evocation/Invocation, Illusion/Phantasm, and Necromancy, clerical spells will be divided into "spheres" which then can be assigned to specific campaign deities or pantheons. Tentative divisions include: Animal, Astral, Charm, Command, Creation, Divination, Elemental, Guard, Healing, Necromancy, Plant, Protection, Summoning, Sun, and Weather, plus a general category for functions common to all clerics. The details and final form of the spheres are not yet complete.

General game mechanics will be streamlined as follows: All ranges will be given in yards; all areas will be given in feet. Many square areas will be converted to the cubic equivalent. Turns and segments will disappear as units of time, being replaced by minutes and optional speed factors, respectively. Weight measurements will be converted from gold pieces to pounds. Silver pieces probably will become the main currency, and this will affect the cost of components (which themselves will become optional controls on spell abuse). Most of these changes are primarily cosmetic and should not affect actual play too much.

The following aspects of certain spells are likely to change: Spells with obvious loopholes that lead to abuses will be fixed (like a druid's *rest eternal* ceremony). Spells with unreasonable penalties (such as *invisibility to undead*) will lose them. Spells that allow automatic successes won't any more. The DM will be given more latitude in adjudicating certain results, especially divinations. Protective reversals of divinations, such as *unknowable alignment*, will have extended durations. Spells with overly complex descriptions, such as *dust devil*, will be simplified. As always, the Hollywood effects of how the magic appears is left to the DM; "Clerical sludge! (from *create food and water*) Yum!"

The rest of this article will focus on specific changes to the clerical spells. If a spell detail is not mentioned here it probably will remain unchanged.

First Level Spells

Bless: The area of effect becomes a three-dimensional cube. Also, the cleric can *bless* a single item of up to 1 pound weight per level (e.g. a *blessed* crossbow bolt for use against a rakshasa).

Ceremony: This spell will be replaced with DM notes on types of ceremonies.

Combination: Only the central caster will need to cast the spell.

Command: No significant changes.

Create Water: No significant changes. Note that water weighs 8 ½ pounds per gallon and there are about 7 ½ gallons per cubic foot (total weight: 62.5 pounds per cubic foot).

Cure Light Wounds: The area of effect is changed to "creature touched," and the restrictions will be reworded to allow healing of lycanthropes and similar living Prime Material Plane creatures.

Detect Evil: The DMG notes have been added.

Detect Magic: No significant changes.

Detect Poison: A new spell, transferred from the *Oriental Adventures* book.

Endure Heat/Cold: Damage cancellation is limited to 10 points of damage.

Invisibility to Undead: This has been reconfigured as a specialized *sanctuary* spell (Abjuration), which can be cast on another creature. Undead that save will not automatically focus on the recipient.

Light: The *light/darkness* interaction will be made explicit. *light* is dim, while *darkness* is total (with half the duration). When overlapped, *darkness* swallows *light,* but either cast directly against the other cancels both.

Magic Stone: This will be completely rewritten and simplified. The cleric can enchant up to three pebbles, which count as magical weapons. Basic damage is 1-4 per pebble, or 2-8 versus undead. The non-disturbing hit fiddle-faddle goes away.

Penetrate Disguise: Cut. This erodes the thief ability (transferred from assassins) and generally spoils a good deal of fun.

Portent: Cut. A tad convoluted.

Precipitation: Cut. Too wordy for a truly marginal effect.

Protection from Evil: DMG notes are incorporated, including the notes on monster charms (DMG p. 65). The "hedge" against extra-planar and conjured creatures is broken if the protected creature attacks or tries to force the barrier against such a creature.

Purify Food and Drink: Will not affect creatures or magical potions.

Remove Fear: Casting time is reduced to 1 segment. The saving throw bonus is fixed at +4 with no variation by caster level.

Resist Cold: This spell moves to the second level list and combines with *resist fire.*

Sanctuary: Some clarification. Those who don't save are effected for the spell's entire duration. Those who do are immune for the duration.

Second Level Spells

Aid: Clarification. The bonus hit points do not affect and are not affected by permanent alterations of base hit points (e.g. level drain, etc.), although the latter will itself affect the creature's current hit points.

Augury: The DMG example is included and clarified. The cost for the divination sticks/bones is set at 2,000, and these are not expended in the casting.

Chant: The casting time is cut to 2 rounds.

Detect Charm: This also will detect similar effects (*hypnosis, beguiling, suggestion*, etc.), with a 10% per level chance to discover exact type of influence.

Detect Life: Cut. Many technical problems here.

Dust Devil: The creature's size will be reduced to an inverted cone 5′ high, with an upper diameter of 3′-4′. Only hits from Plane of Air creatures will automatically disperse it. The Spell description has been cleaned up and shortened.

Enthrall: The spell concept has been changed to allow its use as a delay tactic — it will hold attention for duration plus 1-3 rounds. Any attack on the audience allows audience reaction roll at -50% against the attackers. Description is more concise.

Find Traps: Spell description now includes a definition of trap, as follows:

> "A trap is any device or magical ward that can inflict a sudden or unexpected result that the caster would view as undesirable or harmful, and that was specifically intended as such by the creator, including alarms, glyphs, and like spells or devices.
>
> The caster learns the general nature of the trap (magical or mechanical) but not its exact effect or how to disarm it. Close examination, however, will allow the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his or her knowledge of what might be unexpected or harmful.
>
> The spell cannot predict the actions of creatures (thus a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during rains, a wall weakened by age, a naturally poisonous plant). If the referee is using specific glyphs or sigils to identify magical wards (cf. *glyph of warding*), this spell will show the form of the glyph or mark. The spell will not detect traps that have been disarmed or are otherwise inactive."

Hold Person: The area of effect is limited to a 20′ cube.

Holy Symbol: Cut. Holy symbols will be created by fabrication, not spell.

Know Alignment: A saving throw versus spell is allowed (success gives no reading). The reverse lasts 24 hours.

Messenger: The duration is extended to 1 day/level.

Resist Fire: The duration is reduced to 1 round per level. *Resist cold* is added as an alternative casting.

Silence 15′ radius: Note that this spell protects against sound-based attacks.

Slow Poison: This spell must be cast before the poison onset time expires (Second Edition will give onset time in rounds for several types of poison).

Snake Charm: The DMG note about snake-monsters is included. Analogous spells for other creatures are suggested as a DM option.

Speak With Animals: The DMG notes are incorporated.

Spiritual Hammer: This will allow a +1 hit and damage bonus per 4 levels or fraction of caster experience. The duration is increased to 3 rounds + 1 round/level. The hammer cannot be magically augmented.

Withdraw: Note that a withdrawn cleric can be attacked, losing Dexterity and shield bonus. A successful attack breaks the spell.

Wyvern Watch: No significant changes.

Third Level Spells

Animate Dead: DMG notes are included. The description is expanded to allow the animation of monsters.

Cloudburst: Cut. Long, complex.

Continual Light: Interactions with *darkness* defined. If cast against *darkness* or vice versa, both are negated. If brought into *darkness* or vice versa, magical lighting in the area is temporarily negated so that natural lighting exists. *Continual light* eventually fades (hundreds of years later).

Create Food and Water: Food becomes inedible in 24 hours, but can be magically restored for the next 24 hours.

Cure Blindness: Expanded to *cure blindness/deafness*, with the latter as an alternative casting. *Deafness* effects (besides the obvious) are -1 to surprise/initiative and 20% failure chance for spells verbal components.

Cure Disease: DMG notes are added, including the lycanthropy notes on DMG, page 22. *Cause disease* can be *debilitating* or *fatal*. The former is -1 strength (or 10% of hit points) per hour to minimum of 2 (or 10% of hit points). Onset time is 1-6 turns, recovery time is 1-3 weeks of rest. The latter is mummy rot (see mummy, *Monster Manual*).

Death's Door: Cut. This function is covered by the "Below 0 Hit Points" section.

Dispel Magic: The description has been rendered concise, and a summary table constructed. The dispel percentage roll has been changed to a 1d20 roll, with a 5% difference in success chance per level.

Feign Death: No significant changes.

Flame Walk: The mass restriction is changed to a number of creatures restriction (1 per level over 5th).

Glyphs of Warding: Creature type, size and weight parameters will be set by the caster giving more flexibility in setting these up.

Locate Object: The reverse lasts 24 hours.

Magical Vestment: The base AC 5 increases by one per 3 levels over fifth, to AC 1 at 17th level.

Meld into Stone: The cleric must maintain contact with surface entered. The new description is more concise.

Negative Plane Protection: The magic-user *energy drain* and draining swords are warded against (neither takes damage if recipient's save is successful).

Prayer: No change, but note that this spell gives no damage adjustment.

Remove Curse: Lycanthrope notes from the DMG, page 22 are included. Possible failure of the spell against special curses is noted. The *bestow curse* can be removed but not dispelled.

Remove Paralysis: One creature is released, two save at +4, three to four save at +2. This works on paralysis, *hold, slow,* and similar magics.

Speak With Dead: Spell limits are emphasized. Dead above the caster's level get a saving throw to end the spell. The DM has the option to limit the casting of this divination to once per week.

Water Walk: The description from the *ring of water walking* has been incorporated. The mass restriction is changed to one creature per level over 5th.

Fourth Level Spells

Abjure: The recipient makes a system shock check (80% + 1% per hit die), and the caster has no control over the recipient's destination point. The reverse, *implore*, is cut (too powerful for this spell level).

Cloak of Fear: Reversed to *cloak of bravery*, a +4 to next save versus fear within 24 hours of casting. *Cloak of fear* is a one time fear aura voluntarily triggered against creatures in melee range (save versus spell or panic 2-8 rounds, with a chance to drop items).

Cure Serious Wounds: No significant changes.

Detect Lie: The subject gets a save versus spell, adjusted only by caster's wisdom (e.g., 18 wisdom = -3 penalty). Reverse lasts 24 hours.

Divination: Rewritten and reconfigured as an improved *augury* that gives a piece of advice useful in a one-week time frame. The spell requires a specific question to be asked about the subject event, goal or activity.

Exorcise: Cut. Unnecessary.

Free Action: New spell, as the ring. Casting time is 7 segments; duration is 1 turn/level.

Giant Insect: Simplified to allow rapid adjudication. Casting time is 7 segments. Percentage growth is replaced by DM judgment (AC 8-4, damage 1-4 per hit die). Reverse of spell is based on hit dice of effect, individual insects subject to an all or nothing shrink effect.

Imbue with Spell Ability: Clarified wording. The cleric regains the imbued spell slot if the recipient is killed.

Lower Water: This lowers water 2′ per level to a 1-inch minimum; the area of effect is a square 10 feet per side per level. In large bodies of water (ocean) the spell creates a whirlpool. The spell *slows* water-based creatures. The reverse automatically yields the water's highest natural level, such as high tides or spring floods.

Neutralize Poison: This allows the caster one round per level to get to a victim. The reverse incapacitates immediately and kills in one turn.

Protection From Evil, 10′ radius: Recipient taller than 10′ gets a normal *protection from evil* effect, but no radius is created.

Speak with Plants: No significant changes.

Spell Immunity: No significant changes.

Sticks to Snakes: Snakes are defined. Spell excludes enchanted wooden items and parts of wooden constructions. The poison roll becomes optional at the caster's discretion.

Spike Growth: Cut. Too unwieldy.

Tongues: Reconfigured to allow one additional language of choice per three experience levels.

Fifth Level Spells

Air Walk: Simplified. Up 45 degrees at half rate, down 45 degrees at double rate; plus 1″ scale move per 10 mph of wind speed. Turbulence effects are left to the DM.

Animate Dead Monsters: Cut. This function is absorbed by *animate dead.*

Atonement: No significant changes. DM notes will be shifted to the DMG alignment section.

Commune: DMG notes included. Answers will further the purposes of the entity communed with. Optionally, DM can allow answers of 5 words or less.

Cure Critical Wounds: No significant changes.

Dispel Evil: No significant changes.

Flamestrike: No significant changes.

Golem: Cut. Too many small details; also this is better handled by the "Fabrication section."

Insect Plague: The area of effect is halved to 180′ (60 yards). DMG notes added to spell.

Magic Font: The maximum viewing time is one hour.

Plane Shift: The group size is increased to eight. Spatial displacement is possible if DM wishes.

Quest: This cannot be dispelled, but can be removed by a cleric of the caster's religion of equal or higher level than original caster.

Rainbow: The *elevator* and *flagon* options are cut. The *bow* is +2 to hit and damage, can fire up to 4 times per round, and can be used by anyone (even the cleric) with proficiency. The orange arrow does double damage against constructs of clay, sand, earth, stone, etc. The *bridge* is 3′ wide per level and holds 100 pounds per level.

Raise Dead: The character returns with 1 hit point.

Spike Stones: This plays too slowly, a fix is in progress.

True Seeing: This cannot be further enhanced by magic (*eyes of the eagle*, etc.). An additional component cost of 300 per application is required.

Sixth Level Spells

Aerial Servant: Add *Monster Manual* notes to description of spell.

Animate Objects: No significant change. Statistics for more objects may be listed.

Blade Barrier: DMG notes added. The barrier can block non-circular areas. Note that this is a circular plane, not a ring or sphere.

Conjure Animal: The cleric may take twice his or her own level in hit dice of a random animal or his or her level in hit dice of a selected animal.

Find the Path: This enables the recipient to sense triggers and trip wires, know glyph key words, etc. The divination counters (listed as a material component) are not expended.

Forbiddance: Some problems. No significant changes.

Heal: No significant changes.

Heroes' Feast: No significant changes.

Part Water: This creates a trough 3′ deep per level, 10 yards wide and 20 yards long per caster level. Underwater

use makes a cylinder. Water-based creatures take 4d8 damage and save versus spells or flee for 3d4 rounds.

Speak With Monsters: The cleric can talk to different types of creatures during the spell.

Stone Tell: Stresses limitations. The description encourages DMs to role play from a stone's perspective.

Word of Recall: Caster must designate a 10′ X 10′ arrival area. Also, exceptionally strong magical or physical energy fields can make this spell hazardous or impossible at DM's option.

Seventh Level Spells

Astral Spell: Details to be consistent with *Manual of the Planes.*

Control Weather: This has a better explanation of how to use the table. *Light wind* has been placed under the *calm* entry; replaced by *moderate breeze* in order to simplify the wind rules.

Earthquake: Reworking is in progress. The structural damage system in the DMG is currently under review.

Exaction: No significant change.

Gate: DMG notes are added, including caster aging.

Holy Word: No significant changes.

Regenerate: If the severed member is not present or the injury is older than 1 turn per caster level, a system shock check is necessary.

Restoration: DMG notes added, including caster aging.

Resurrection: DMG notes added, including caster aging. This will work on elves. Reverse does not fatigue caster.

Succor: Reverse of this spell gives the caster a general idea of the location and situation of the possessor. The component cost for either version is 2,000-5,000 sp.

Symbol: Work in progress, probably this will become a more permanent and powerful ward.

Wind Walk: The cleric can change to solid form in half a round. The misty form is subject to magic, and, at DM discretion, to high winds. No spell casting is allowed in vaporous form. ❑

Summary of dispel effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other Caster/innate ability	Level/HD of other caster	Effect negated
Wand	6th Level	Effect negated
Staff	8th Level	Effect negated
Potion	12th Level	Potion destroyed
Other magic	12th Level, unless special	Effect negated on it
Artifact/Relic	Referee discretion	Referee discretion

SPELLS, Clerical

Level 1
1. Bless
2. Combine
3. Command
4. Create Water
5. Cure Lt Wnds.
6. Detect Evil
7. Det Magic
8. Det Poison
9. End Cold/Heat
10. Invis to Undead
11. Light
12. Magic Stone
13. Prot/Evil
14. Purify Fd & Dr
15. Remove Fear
16. Sanctuary

Dropped Spells
(Portent)
(Precipitation)
(Ceremony)

Level 2
1. Aid
2. Augury
3. Chant
4. Det Charm
5. Dust Devil
6. Enthrall
7. Find Traps
8. Hold Person
9. Know Alignment
10. Messenger
11. Res Fire/Cold
12. Silence 15′ r.
13. Slow Poison
14. Snake Charm
15. Sp w/Animals
16. Sp Hammer
17. Withdraw
18. Wyvern Watch

(Det Life)
(Holy Symbol)
(Pen Disguise)

Level 3
1. Animate Dead
2. Cont Light
3. Create Fd & Water
4. Cure Blnd/Deafn
5. Cure Disease
6. Dispel Magic
7. Feign Death
8. Flame Walk
9. Glyph/Ward
10. Locate Obj.
11. Magical Vest.
12. Meld into Stone
13. Neg Plane Prot.
14. Prayer
15. Remove Curse
16. Remove paral.
17. Speak w/Dead
18. Water Walk

(Cloudburst)
(Death's Door)

Level 4
1. Abjure
2. Cloak of Br/Fr
3. Cure S. Wnds
4. Det Lie
5. Divination
6. Free Action
7. Giant Insect
8. Imb w/Sp. Abil
9. Lower Water
10. Neut. Poison
11. Prot/Evil 10′r
12. Speak w/Plants
13. Spell Immunity
14. Sticks to Snakes
15. Tongues

Dropped Spells
(Spike Growth)

Level 5
1. Air Walk
2. Atonement
3. Commune
4. Cure Crit Wnd
5. Dispel Evil
6. Flame Spirit
7. Insect Plague
8. Magic Font
9. Plane Shift
10. Quest
11. Rainbow
12. Raise Dead
13. Stone Spike
14. True Seeing

(Animate Dead Monster)
(Golem)

Level 6
1. Aerial Servant
2. Animate Object
3. Blade Barrier
4. Conjure Animals
5. Find the Path
6. Forbiddance
7. Heal
8. Heroes' Feast
9. Part Water
10. Speak w/Monsters
11. Stone Tell
12. Word of Recall

Level 7
1. Astral Spell
2. Control Weather
3. Earthquake
4. Exaction
5. Gate
6. Holy Word
7. Regenerate
8. Restoration
9. Ressurection
10. Succor
11. Symbol
12. Wind Walk

New Rogues Gallery

Modern Day Warriors

by Richard W. Emerich

"The New Rogues Gallery" is a continuing feature in POLYHEDRON™ Newszine through which members may share their most interesting characters with the rest of the Network. Referees may use some or all of the characters described here for random encounters, or even build a whole adventure around them. The Newszine welcomes all member contributions for this feature.

The original TOP SECRET® game rule book provided an abundance of real and fictitious government and criminal agencies for my use as a GM, but I was really interested in having my own, unique agency to employ my player agents. I didn't want to deal with any preconceived ideas that the players might have about already-established agencies. That might interfere with my scenarios' themes. I wanted my player agents to follow my ground rules, not those of the real FBI, CIA, or Interpol, for example. Yet, I did want their controllers to have strong ties to some international government agencies, since the player agents would be working to support law and order in the world's democracies. However, unlike the strict rules enforced (most of the time) within the government agencies, I wanted mine to be able to conduct covert operations in areas most legitimate governments might find hard to justify to the public and to the international community.

Thus was born the International Security Agency, or ISA for short. It was started by four young, ambitious men, who at one time or another had worked within government intelligence agencies in the Free World, but found their operations too restrictive and dependent upon the current political climate. Backed by three corporate investors who wished to remain anonymous, ISA grew from one small, ramshackle office in the garment district of New York City to a moderately-sized, reputable company with headquarters in a posh office building in the upwardly mobile community of Westport, Connecticut.

The ISA maintains a low, almost puritanical profile where the public eye is concerned, keeping their work load devoted to strictly legitimate operations. Those operations include airport security consulting, corporate security, and high tech detection services. Yet behind the scenes the company operates in the "gray zone" of the intelligence game, conducting covert operations for their government clients who cannot involve themselves directly. These former operations are conducted routinely by the intermediate level officers of the 280 million dollar a year company: the latter, only by the four founding agents and their trusted associates.

The ISA is quite useful as an alternate agency for the TOP SECRET game, or for the TOP SECRET/S.I.™ game, and can be added to an existing scenario. Since most of the gaming revolves around the four founding agents, only they are listed here. Other less important agents can be easily fitted into the strictly legitimate operations of ISA. And should they become experienced enough, they could be chosen by the four to serve in the other areas as "trusted associates."

The ISA is divided into three "sections," unique departments designed to handle different aspects of ISA operations. Section One is responsible for everything dealing with the physical command of ISA agents and ISA field operations. It is responsible for internal security at ISA, but once in the field, it deals with deployment, armament, tactical command, and generally any activities pursuant to carrying out a plan of operation. Section Two deals with investigation, including the gathering of intelligence, surveillance, drafting of tactical plans, and the logistics of setting up and carrying out a plan of operation. Section Three deals with the business aspects of ISA, such as accounting, advertising, management, and general business operations. In the field, it deals with confiscation of target materials or personnel and their transportation.

The four founding members, whose dossiers are listed hereafter, maintain a low profile so that only their general descriptions and a few old photographs of them exist in the intelligence community at large. This relative anonymity allows the four to do what they enjoy the most: becoming directly involved with major cases. They can adventure across the globe without fear of instant recognition that could foil the secrecy and subtly of a plan of operation. They will seldom allow others to command such delicate and complex operations when they themselves are able.

The day-to-day legitimate operations of the ISA are handled by the assistants to the department heads, and act essentially with Power Of Attorney to keep the ISA running. However, this doesn't mean that the four founders do not keep tabs on things: they do, with intense scrutiny. ISA executives can find themselves with pink slip in hand the day following a management error.

Though the operation of the ISA often includes events which bring its members under fire, the standing orders for the corporation at large are to refrain from the use of deadly force, except in self-defense. For the four founding members and their close associates who operate covertly for paying governments, deadly force is still disdained unless absolutely necessary. The ISA will not accept any job that calls for an outright assassination or terrorist action, though for legitimate reasons involving good, democratic governments, it will perform intelligence gathering missions and apprehend wanted national or international criminals. All the employees must adhere to this policy of restricted use of deadly force, or be prosecuted.

The new TOP SECRET/S.I.™ Game already has its own agency, the Orion Foundation. Administrators can incorporate the forgoing into the Orion Foundation information given in the game, or assume the Orion Foundation and the ISA co-exist in their game worlds. The two organizations might find an alliance most useful.

Thomas Jarrett "TJ" McPhereson

Age: 38	Eyes: Blue
Height: 6'4"	Hair: Black, curly
Weight: 260#	Handedness: Ambidextrous

Psychological Profile

Cruelty:	Some
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low
STR:	72
INT:	68
WLP:	71
RFL:	73
CON:	72

Advantages: Ambidexterity (2), Athletic Ability (1)
Disadvantages: Claustrophobia (2), Unmistakable Feature (freckles) (1)

Skills

Basic Firearms (4), Pistol (4), Submachine Gun (4), Basic Melee (3), Knife (3), Basic Heavy Weapons (5), History/PolySci (4), Philosophy/Religion (5), Engineering-Civil (4), Anthro/Psych/Soc (3), Astronomy/Mathematics (5), Navigation (4), Swimming (3)

Languages

English/American (5), Spanish (3), Russian (1), German (3)

Training and Experience

TJ has been trained by the CIA and the U.S. Navy in intelligence, insurgency and counterinsurgency tactics, guerrilla warfare, and political strategy. He served for six years with the Naval Intelligence Agency (NIA) as a Pentagon agent acting as liaison between NIA and the United Kingdom's NID. He spent six years with CIA; serving two years in the Southeastern Asia Unit as assistant director for intelligence, two years in West Germany as assistant to the U.S. Embassy Intelligence Officer, and two years in Japan as consultation specialist in counterinsurgency.

ISA Areas of Operation

TJ is head of Section One, and responsible for deployment of armed forces for ISA and overall command of all ISA operations. He specializes in guerrilla and small-number tactics.

Weapons of Choice:

TJ likes to carry hard-hitting firepower adequate for any circumstances, expected or unexpected.

Personal: Carries a modified 9mm Smith and Wesson Model M39, blue steel, semi-automatic pistol in velcro FBI-Carry on right side, one spare clip attached behind holster.

Combat Pistol: Same as personal, with silencer attachment available.

Combat Rifle: Carries a 9mm Uzi submachine gun in low visibility environments, such as jungle or mountain terrain. Uses an M203 5.56mm assault rifle, with 40mm grenade launcher in open terrain such as plains, fields, or low hills. Mounts a light intensifying 4-10x zoom scope for night operations.

Personal Information

TJ was born on July 5, 1949, to a post-war couple. His Irish father, an army intelligence officer who achieved the rank of colonel in the U.S. Army by the war's end, had married a German woman he had met during the beginning of the reconstruction of Germany. TJ grew up as an "Army brat" through the first twelve years of his life until his father's retirement, after which he was exposed to a suburban way of life.

He excelled at mathematics in high school, college, and graduate school. He was a moderate athlete, but excelled in wrestling and long-distance swimming. After graduating with a Master's Degree in probabilities, he surprised his father by joining the Navy and finding his way into the intelligence department. This was the start of his career in the "community."

After several years with the Navy, he was given to the CIA as an associate operative. This bright, able young man soon grew disillusioned with the way, from his viewpoint, the government was mishandling important covert operations, a feeling which steadily grew year after year until his resignation and the start of ISA.

TJ is a strict leader who does not tolerate mistakes and requires the greatest effort from his staff and himself. Yet, if a mistake does happen, he does not needlessly focus on it, but looks to make the most of the new situation. TJ is well known for his uncanny ability for turning a misfortune into something beneficial. He is a strong advocate for a healthy body, though he disdains so called "health foods," preferring a Ring Ding over alfalfa sprouts. To this end, he keeps a challenging but not over indulgent schedule of excercise, and routinely hones combat skills, both weapons and hand to hand.

On a mission he becomes totally dedicated to its successful completion. While on vacation, he likes to enjoy his free time to the fullest. Swimming and running are his favorite recreations.

TJ has a childlike sprinkling of freckles across his nose and cheeks, with a mop of black hair and a well-proportioned, firm frame. He has 20-20 vision, and generally quick reflexes. He experiences some feelings of claustrophobia if forced to be in tight, very confined areas for more than about ten minutes.

Aaron Gregory "Wolf" Stanton

Age: 34	Eyes: Hazel
Height: 6'2"	Hair: Blond
Weight: 205#	Handedness: Right

Psychological Profile

Cruelty:	Some
Loyalty:	High
Passion:	Low
Piety:	Low
Sanity:	High
Selfishness:	Low
STR:	70
INT:	69
WLP:	76
RFL:	74
CON:	72

Advantages: Stamina (2)
Disadvantages: Sensitivity to Ultraviolet Light (1), Army Reserve Officer (1)

Skills

Basic Firearms (3), Pistol (3), Shotgun (3), Basic Melee (3), Knife (3), Basic Heavy Weapons (3), Parachuting (1), First Aid (3), Navigation (5), History/Political Science (5), Swimming (5), Scuba Diving (3), Climbing (3), Survival (3), Basic Tool Use, Basic Mechanics (3), Law (4), Electronics (5), Computer Technician (5), Piloting/1-engine (2), Piloting/Multi-engine (2), Piloting/Helicopter (2)

Languages

English (5), German (3), French (2)

Training and Experience

The "Wolf" joined the U.S. Army Officer Training Program out of high school, and three years later graduated twelfth in a class of 289. He went on in the Army, volunteering for Green Beret training. After serving four years with the Berets, he was recruited by Army Intelligence and spent six and a half years at various posts throughout the world as an intelligence officer. When he left the Army he had attained the rank of lieutenant colonel, advancing quickly to this rank because of a series of brilliant operations and an outstanding service record. After leaving the Army, he became vice president in charge of operations at a security company of long-standing reputation, and served with them for a year before leaving to help with the founding of the ISA.

ISA Areas of Operation

"Wolf" is Assistant Head of Section One, filling in for the Section Head when he is away. In the field he is in command of the second strike force if more than one is in operation, in the office he is responsible for the more mundane duties of Section One. He serves as judge should a Board of Summons be called to discipline an employee, and has the final say on punishment or discipline. "Wolf" specializes in rough terrain/climate and large number tactics.

Weapons of Choice

Like TJ, Aaron likes to carry weapons with versatility and hard-hitting firepower. He enjoys technology in his weapons.

Personal: Carries 9mm Beretta Model 92 semi-automatic pistol in grip-forward, shoulder carry. One extra clip of ammunition carried on the opposite side.

Combat Pistol: Carries 9mm Beretta Model 93R, with silencer attachment and plastic attachable stock available.

Combat Rifle: Carries 12 guage SPAS Franchi Model 12, improved cylinder, auto-loading shotgun using number 0 shot in low visibility environments. Uses a 7.62mm Heckler & Koch Model G3 automatic rifle with grenade launching capability in open terrain. Mounts a light intensifying 4-10x zoom scope for night operations.

Personal Information

Aaron was born on September 25, 1953, in Olotom, Kansas. His father, of mostly English descent, was the local high school district principal. His mother, of mostly Swedish descent, was manager at the only supermarket in town. Aaron was brought up with a good sense of moral and patriotic duty, so he had no qualms about serving with the Army during the last years of the Viet Nam conflict.

He was an above-average student in high school, graduating in 1971. This would be the highest education he received when he helped found the ISA. He was an excellent athlete, winning awards for his performance on the high school track and football teams, and beating the rest of the recruits during boot camp at almost everything dealing with physical ability.

During his time with the Green Berets, he reached the rank of captain. He would often lead small, reconnaissance missions into enemy territory. It was for these actions he earned the nickname "Wolf." His men noted that he had an uncanny ability to survive in the worst circumstances, and had the endurance and instincts of one of America's most intelligent predators.

"Wolf" met TJ McPhereson during his years with Army Intelligence, and befriended him. Later, when he decided to go on reserve listing with the service, this friendship was good for him, allowing him to be one of the four important figures in the ISA. Like his friend TJ, Aaron enjoys exercise which challenges him, often choosing running, bicycling, hiking, or swimming. He enjoys the surf and sun, but also likes the quiet and solitude of the mountains for hiking.

Aaron has fair skin which tans well but easily burns if exposed for too long. He wears his white-blonde hair short on the sides and long in back. He has excellent 20-15 vision, and good reflexes.

Aaron has experience with flying most military helicopters and single-wing, prop aircraft from his Green Beret days. He also has basic training with truck and auto repair. He is an accomplished scuba diver, and has survival training. He maintains his rank with the Army Reserve, training frequently with them to keep his ties with the service open, though he would not directly compromise his rank with the Army and his civilian profession.

He likes high technology equipment, and will always try to use some sort of high tech devices when on an operation. In this respect, he is much like a child fascinated with complex toys.

Name: Anthony Richard "Tony" Vaninni

Age: 36	Eyes: Brown
Height: 6'3"	Hair: Black
Weight: 200#	Handedness: Right

Psychological Profile

Cruelty:	Low
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low
STR:	65
INT:	72
WLP:	70
RFL:	68
CON:	72

Advantages: Sixth Sense (1)
Disadvantages: Nearsighted (1)

Skills

Basic Firearms (4), Pistol (4), Basic Melee (4), Knife Throwing (4), Basic Science, Chemistry (5), Computer Technician (5), Business/Economics (5), Basic Liberal Arts, History/PoliSci (5), Law (5), Photography (4), Bicycling (3), Disguise (3), Lockpicking (3)

Languages

English (5), Italian (4), French (4), German (2)

Training And Experience

Tony joined the New York City Police Department fresh out of college at age 21, and served on this force for four years until promoted to detective. He excelled at investigative work, taking night courses to complete a Masters Degree in Criminology by the time he was 28. He left the NYCPD two years later to work as an insurance investigator for an international insurance company, rising to a vice-presidency in only five years. During this time he became

a specialist in many areas of knowledge because of his investigative work. He left this position to help found the ISA, and spent a year in an intensive program, designed by his co-founders, to acquaint him with military tactics, and its mental and physical requirements.

ISA Areas of Operation

Tony is head of Section Two, has overall command of all intelligence gathering and surveillance operations.

Weapons of Choice: Tony prefers to use small, unencumbering, easily concealed weapons that pack a strong punch.

Personal: Carries a 9mm Colt semi-automatic in velcro FBI Carry on right side with spare clip of ammunition attached.

Combat Pistol: Carries standard 9mm Smith & Wesson Model M39, semi-automatic pistol in hip holster.

Combat Rifle: In low visibility environment, carries a 9mm Ingram Model 10 sub-machine gun with stock. In open terrain carries a 5.56mm M16A1 rifle.

Personal Information

Born March 20, 1951 in East Hartford, CT, Tony was only an average student, he had some trouble with high school. But he did graduate, and managed to be accepted at the University of Connecticut where he graduated with honors in 1972. His move to Yonkers, NY, was necessary for his entrance in the New York City Police Academy, where within 14 weeks he became a police officer for New York City.

A good looking young man of Italian heritage, he has almond colored skin and wide brown eyes with 20-30 vision. He wears his straight, black hair cut short according to current fashion. Tony speaks fluent Italian and French. He enjoys good food and fashionable, casual clothing.

Tony has an investigative sixth sense which few investigators have, as well as a personal sense of flair and style for his business. He is an expert at forced entry, computer jockeying, and the harmless confidence artistry necessary for a professional investigator. He is skilled at make-up work, often disguising himself as a myriad of different persons to aid him in his work. Tony is not as avid an athlete as TJ or "Wolf." He is not overly muscular, although he does keep in shape through moderate bicycling and weight lifting.

Zachary Timothy "Zach" "Junior" Forester

Age: 30	Eyes: Blue
Height: 6′	Hair: Brown
Weight: 194	Handedness: Ambidextrous

Psychological Profile

Cruelty:	Low
Loyalty:	High
Passion:	Some
Piety:	Low
Sanity:	High
Selfishness:	Low

STR:	67
INT:	70
WLP:	70
RFL:	72
CON:	68

Advantages: Ambidexterity (2)
Disadvantages: Ego Signature (sunglasses) (2)

Skills

Basic Firearms (3), Pistol (3), Basic Melee (3), Knife (3) Animal Training (5), Basic Science, Electronics, Computer Technician (5), Business/Economics (4), Engineering-Civil (5), Basic Heavy Weapons (3), Scuba Diving (5), Swimming (5), Psychology (72), Basic Liberal Arts, History/PoliSci (3), Anthro/Psych/Soc (3), Driving/Automobile (3), Driving/Truck (3), Driving/Motorcycle (3), Driving/Off-Road Vehicle (3), Slight of Hand (3), Pickpocket (2), Stage Magic (2)

Languages

English (5), German (4), French (3), Arabic (2)

Training and Experience

Zach was recruited after college by the National Security Agency, and received most of his experience during the six years he worked for the NSA as a confiscator of files, material, devices, and paperwork, operating on the Agency's behalf in foreign countries. Zach worked freelance for several large insurance and private companies after leaving the Agency in 1984, becoming well known for his ingenious and efficient confiscations.

ISA Areas of Operation

Zach is head of Section Three, and is responsible for the accounting, advertising, general management, and most business operations in addition to the necessary confiscation duties of the ISA. He has three vice presidents who handle these business functions under his supervision. He prefers to focus on the confiscation operations within his section.

Weapons of Choice

Zach dislikes noisy weapons; he seldom uses a pistol or rifle unless except in open combat.

Personal: Zach carries three, 3″ throwing knives and two combat knives, and a 9mm Colt semi-automatic pistol in a left side shoulder holster.

Combat Pistol: Same as personal, carried in right side hip holster, with silencer attachment available.

Combat Rifle: Carries a 5.56mm CAR-15 Rifle for most occasions.

Personal Information

Zach was born on August 14, 1957, in St. Petersburg, FL. His father, of mostly English descent, was an electrical engineer working with NASA on its space program. His mother, of English and German descent, worked for a local hotel as a manager. Being an only child, and with both parents working, he entertained himself at home in his early years with magic tricks and sleight of hand. When he graduated high school with honors, he had become quite good at general confiscation, though it was always for laughs and he was never involved in any crime.

The NSA gave him the opportunity after college to practice his skills and refine them legitimately. He worked eagerly with the Agency for the next six years, until he found himself tiring of the work; it seemed to him that he and his fellow workers were making no definite progress toward national security. He left the Agency then and took his trade to private companies, earning a good, solid reputation with them before joining the ISA.

(Continued on page 31)

GEN CON® Game Fair

— Remembrances of Cons Past

by Donald J. Bingle

First, let's get a few things straight. While at 34, I am somewhat older than the average RPGA™ Network member, but we're not talking ancient history by any means. I'm not going to regale you with tales of the very first DAWN PATROL® game at GEN CON® I Game Fair 'cause I wasn't there. But my experiences with the GEN CON Game Fair do go back as far as GEN CON® XII Game Fair back in 1979, when (shudder) many of you may still have been in elementary school and only some few others (Wes, Jay, Steve, are you out there?) were already firmly entrenched in middle age. So, as we head into the big GEN CON®/ORIGINS™ Game Fair in 1988, let's take a look at what's changed at the con and in the RPGA Network.

Unlike many people that came and still come to GEN CON Game Fair, I was not an avid role-playing gamer who had heard of and yearned for the chance to attend GEN CON Game Fair, the mecca (no, not MECCA, mecca like in the old Gene Pitney scene) of role-playing gaming. I was just a recently graduated law student, fresh from bar exams and already working at a law firm without a break since graduation. My brother, Rich (who, he will tell you without provocation, taught me everything I know about role-playing gaming, or at least everything that he knows) was, and remains, an avid gamer. He and some friends wanted to attend GEN CON Game Fair, but being a tender age (11 years younger than me — are you keeping track of the math from the first paragraph?), could not drive yet and, gee, wouldn't I like to drive the camper so he and his friends could attend?

Well, being a war and strategy gamer from college days (yes, I attended two-day conventions where everyone did nothing but play Diplomacy) and having heard of role-playing games, I thought a trip to GEN CON Game Fair would be a nice, brotherly thing to do. Besides, I could play some Diplomacy and try my hand at role-playing, something I thought I knew something about from my high school drama and college parliamentary debate. So up we went in the big, bulky, clumsy camper to GEN CON Game Fair. I played some games, had a good time, and I was back again in 1980, joined this time on Saturday by my girlfriend, Linda Anderson — now Linda Bingle. I missed 1981 (honeymoon and all that), but have made it up every year since — several years I went to the con straight from an all-nighter at work. The con has changed over the years and so has the Network. Some impressions:

LOCATION: Until number 18, the cons I attended were held at the University of Wisconsin-Parkside, a small campus of sprawling, interconnected buildings located between two narrow county roads in a rural area between Kenosha and Racine, Wisconsin. To say that the layout was confusing to neophytes is a grand understatement. All the room numbers were designated by levels and building names, but since the buildings were all interconnected by spacious, enclosed walkways, you could never tell when you were leaving one building and going into the next. Just to confuse us veterans who had learned the layout well enough to make the mad dash between the end of one game and the beginning of the next without getting lost, the dealer area seemed to move almost every year; from the library to the gymnasium to who knows where (I never did find it one year).

Confusing at times and a little remote, one of the chief advantages of Parkside was that there were no distractions (nothing to do but game and watch the grass grow). It was also a great place for younger gamers because it was inexpensive (lots of campgrounds and small, less expensive hotels), and parents didn't have to worry about the kids being loose in the big, bad city for a weekend. But the convention outgrew the facilities at Parkside, and it was on to MECCA (that's Milwaukee Exposition And Convention Center and Arena, not mecca). More compact and better organized than Parkside, MECCA is set up so that the gaming occurs mainly in partitioned areas in several very large exposition halls — a bit noisier for sure, but free of the pitfalls of classroom gaming: locked rooms, lost DMs, difficulty finding someone who is gaming, and those stupid little desk chairs instead of a real table.

ACCOMMODATIONS: We camped a couple of times in what we will, for the sake of argument, call campgrounds (the state park was the best). The ultimate Parkside experience, however, was sleeping in a car or camper in the parking lot. Officially discouraged, there were more than a few of us playing games, talking, laughing hysterically about those things that seem so funny at 2 a.m. but never translate well, and occasionally sleeping.

The advantages: adventure, proximity, and a lot less cash outlay than the Hyatt or even HoJos (Howard Johnson's).

The disadvantages: Waking up at 6:30 a.m. and frantically running around the sprawling complex looking for an unlocked door or dancing about until the doors opened at 8 a.m. to get access to a washroom; the less than restful slumber produced by sleeping on a lumpy bunk with your nose two inches from the ceiling; and, of course, the intense heat produced inside a camper sitting in the open sun on an asphalt parking lot in August, locked, with the windows shut. The chance to pour yourself a peanut butter sandwich must be experienced to be believed, but then there was also the case of the killer celery. Yes, we brought up celery sticks as a healthy snack alternative one year, and, yes, we left them in the camper while we carried off the chips, pretzels and Twinkies. When we returned, the celery had fermented, perhaps even mutated, into a soggy, vile, foaming brew that is currently being studied by the Army biological weapons corps. We ended up using sticks to carry the container to the most distant downwind garbage can we could find, where I am sure it remains to this day, causing all who approach to save vs. Death.

PRE REGISTRATION/ REGISTRATION: Believe me, things have improved a lot, really. The lines, while long, used to be longer. The disorganization, foul-ups, and chaos used to be greater, fouler, more chaotic. Last year those who arrived at the Game

Fair on Wednesday night could pick up their pre-registration packets (with event tickets) at a booth manned by Network volunteers. We hope to do the same this year. But in prior years, getting even a convention schedule more than two minutes before you were ushered into a room to pick up your event tickets (no more than five minutes please) was a major obstacle. A few of the classic snafus: One year all the event tickets for Saturday events were printed to say Thursday, as were the Thursday tickets. The official explanation? Saturday was too long a word for the date field on the computer-formatted tickets, so Thursday appeared. Ever hear of abbreviations? Ever notice that Saturday and Thursday have exactly the same number of letters? Hmmm. Another year the powers that be lost all the first batch of preregistration materials they received. Now the folks at TSR, Inc. were nice and honest about it, but imagine that all the true fanatics, those people like me, who get preregistration material and stay up all night to carefully plan their schedule to get maximum gaming (with hoped-for-advancements, etc.) out of the limited number of preregistered events allowed and send it in the first thing the next morning so events haven't filled up, all have their preregistration materials lost. Anguish. Pain. Gnashing of teeth. (It's up to the con the night before. Inquiries. No assistance. Sneak into Molinaro Hall (at Parkside) when no one is looking. Filch a program so we can at least try to work out a new schedule out of non-preregistered events. Volunteer to carry boxes for the display area. End up stuffing fliers and sorting all night for the privilege of being first in the event ticket line.)

One good thing about the old preregistration strikes me as I look at my materials from GEN CON® XIII Game Fair in 1980: no limit on the number of events you could ask for. On the other hand, there were only 28 role-playing events in the entire preregistration brochure — the Network alone offers more preregistered role-playing tournaments now. By 1982 you could only preregister for two events a day (8 total). In 1983 the total dropped to six, in 1986 to five. This is one of the things that makes RPGA™ Network memberships and events such a good deal. With one preregistration ticket, you can get up to three rounds of gaming in an event which you know will be a good, balanced adventure, well-run and well-judged by people who will appear on schedule. At the old cons, when there were fewer role-playing events, sometimes the modules and DMs were good, too often not, and sometimes no one showed up to run them at all.

GAMING: The choices and the number of games has expanded dramatically. From a base of just a few Network-sponsored TSR games, there has been an explosion to more than thirty Network tournaments featuring games from a host of manufacturers. You can easily game every session in a Network event, playing your favorite game system, and trying several new ones. Fantasy, horror, spy, science fiction, cartoon madness, and super hero adventures are all available. And things are organized! In the old days there was no standard length for a game (one hour, four hours, eight hours, or more, depending on what the DM wanted for his scenario). Now with standard time slots, it is easier to plan your schedule, arrange to meet friends at a time convenient for all, and even (gasp!) have a full ten to twelve minutes to eat lunch or dinner. The tournaments themselves have improved, with more personality and character interaction background in the character sheets, more carefully screened and edited scenarios, and more experienced DMs.

Do people have a good time at Network events? Sure they do, and not just because of individual performances in some sessions, but because the Network makes an effort to make gaming fun. Gee whiz, I don't think that there was a single person at GEN CON 17 Game Fair who didn't hear, "Gee whiz, gee whizzzzz" a hundred times; all because the strange creatures the adventurers met in the final round of the Network AD&D® game feature (Needle) did almost nothing but run around saying, "gee whiz, gee whizzzzz" in a high, soft, fast voice. It was mind-boggling to walk through the gaming area during GEN CON 19 Game Fair and pass group after group of gamers in the Network AD&D feature, Gypsy, arguing in Italian/Romanian accents about how the interrelated and intermarried band of gypsies was going to stage "The Colossal and Stupendous Feat of Troll Regeneration! See it before your very own eyes! Come one, come all!" at Uncle Guiseppe's circus. It was really challenging to get to play forest animals (some which couldn't even speak the common tongue or any other language), in the very first Network AD&D Masters event, Spring Fever, at GEN CON 18 Game Fair. By the way, there is no mistake here. GEN CON Game Fair switched from Roman to Arabic numbering during the long, cold, Lake Geneva winter between XVI and 17 in 1984. The switch was, of course, one of the most thrilling and exciting highlights of my remembrances of cons past, and I'm pleased to be able to share it with you.

MEMBERSHIP: No, I wasn't always a member (unlike my brother, Rich, who is a charter member and remains deeply distraught and disillusioned — perhaps disturbed is a better characterization — over the dropping of the letter "C" before the membership numbers assigned to the original charter members. There are none so blind as those who will not "C.") I joined the Network between the preliminary round and the final round of a GANGBUSTERS® game tournament because I had heard that the top-placing member in the round got $40 cash, and the top non-member got a handshake and a paper certificate. (Network prizes are no longer limited to members in events open to non-members.) I figured that the $12 outlay for at least (modest, wasn't I) a one-sixth chance at $40 was worth a shot, particularly since I'd get a magazine subscription, a membership pin suitable for use as a tie tack to confuse people at work, and entry into all the neat Network events my brother was always telling me about. I didn't win, but I've never regretted the decision. The Network now sponsors more conventions, tournaments, seminars, and other projects than ever before.

THE PEOPLE: There is nowhere on earth, except GEN CON Game Fair (before or after the changeover to Arabic numbering) where you can see 10,000 gamers wandering about lost, tired, and happy from a solid sixteen or so hours of great gaming a day and having the most bizarre conversations ("Can you role-play grooved pavement?" "So I flicked my Bic and blew up the 747..." "I peaked too early..." "Yeah, I played Bob in a Bob event..." "Well, we were looking for a little fluffy dog..." "So I wasted a fireball on the Beholder 'cause it only turned out to be a gas spore with a magic mouth...") which everyone actually seems to understand and enjoy, at least for the first half-dozen times the stories are told. You can see gaming T-shirts, chain

mail made from pop top cans, Hawaiian shirts, and artists' models in fantasy costumes. One of the big changes in the con since it moved to MECCA is that now you also get to see scores of slightly cranky geriatric "security" guards who have no idea what all these people are doing, but make absolutely sure there is no way at all they are going to get into these gaming areas a minute early to do it.

ART: The art show at the con has, quite frankly, improved as the quality of the art used in gaming products has improved markedly over the past five years. You can see the originals of book covers and calendar art you have admired, talk to the artists, and even buy art. Pencil sketches, pen and ink drawings, even the original sheets of the Snarfquest saga have been sold in recent years at very reasonable prices. If you have more to spend, the color calendar pictures are even for sale. Even if you are not in the mood to buy, you can watch artists at work.

DEALER AREA: This is bigger and better organized than before, too. Back at Parkside you had to trek outside across an open area to get to the dealer area (in some years), not only forcing you to expose yourself to the harmful ultraviolet radiation of direct sunlight, but practically forcing you to take time off from gaming to buy anything. With the dealer area at MECCA, you can pop down between rounds for a few minutes, survey an aisle, make a few purchases, and still make the next game. Don't forget to ask for your member discount at the TSR, Inc. booth. Now, if we could only get them to open the dealers' area earlier, before the first games on Thursday, and get them to keep it open later on Sunday when people are itching to spend whatever money they have left, things really would be great.

About 10,000 people will show up for GEN CON®/ORIGINS™ Game Fair this year. Sure it's not the same as it was before, but you can be sure of great gaming, strange happenings, and incredible snafus (sources of great amusement years later) at any GEN CON Game Fair. I'll be there (but I'm not bringing any celery). I hope you will, too (come, that is, forget the celery). ❑

The Living City
(Continued from page 7)

She can answer questions on these subjects as though she were a sage, treating these subjects as special categories (see DMG page 32). If asked a question on one of these subjects during a seance or prognostication, she will incorporate any real information she has into the results.

Lucinda

1st Level Female Human Illusionist

STR: 9
INT: 17
WIS: 10
DEX: 17
CON: 10
CHA: 14
COM: 18
AC Normal: 7
AC Rear: 10
Hit Points: 4
Alignment: Neutral (Chaotic Tendencies)
Weapon Proficiencies: Dagger
Special Abilities: Palm Reading, Tarot Reading
Languages: Thorass, Ruathlek, Elvish
Spells/day: 4 2 1

Spell Book:

Cantrips

Rattle *Tap*
Dim *Two-D'lusion*
Haze

Level 1 Spells

Dancing Lights *Color Spray*
Phantasmal Force *Detect Illusion*

Lucinda is a 17-year-old girl who is learning the trade from her grandmother. She stands 5′ 5″ tall and weighs 115 pounds. Kisandra often lets her read palms and cards while she takes a break or attends to other business. The attractive Lucinda often helps to distract cynical customers when Kisandra is putting on a show.

Jacko

2nd Level Male Human Thief

STR: 9
INT: 12
WIS: 9
DEX: 18
CON: 16
CHA: 14
COM: 13
AC Normal: 4
AC Rear: 8
Hit Points: 6
Alignment: Chaotic Neutral
Weapon Proficiencies: Dagger, Sap
Languages: Common, Thieves Cant

Thief Skills:

PP	OL	FT	MS	HS	HN	CW
45	44	30	31	15	20	86

Jacko is a 12-year-old ruffian. He is already a 2nd level thief. He stands 3′ 10″ and weighs 78 pounds. He is always getting into mischief, and the town guard knows him well. He has no interest in reading palms or cards, preferring to separate the unwitting public from its treasure by more direct means. Kisandra has forbidden him to pick her clients' pockets, but this does not keep him from remembering wealthy patrons and relieving them of their purses somewhere off the premises. ❑

With Great Power

Notes and Ideas for MX Campaigns

by William Tracy

This column and the next will deal with the MX1-4 MARVEL SUPER HEROES™ game modules. This campaign series is set in an alternate time line in which the Sentinels, their anti-mutant sentiments fully intact, have taken over North America. The modules provide an alternate MARVEL SUPER HEROES campaign setting. This column will cover some background that was left out of the series and introduce some new characters of my own creation.

The MX World Outside North America

The reaction to the Sentinels has been surprisingly small. Nearly every country, including America's staunchest allies, has opted for neutrality. Some countries have gone so far as to return escaped mutants to the Sentinels.

Oddly enough, the Russians have been the most sympathetic to the North American mutants. They have publicly offered political asylum to any mutant who is able to reach the USSR or one of its satellite countries. The Sentinels have ignored this so far, since they are still busy pacifying their part of the world.

Mutants escaping to Russia are placed in an ultra-modern base located somewhere in Siberia and offered a simple deal: work in some capacity at the base or leave the country.

Israelies have secretly allowed escaping mutants to defect to their country. They have even helped some mutants escape. Such mutants are given new identities and lives in Israel. In return, they are expected to become special agents for the Israeli government. Unfortunately, they are expected to follow the government's orders precisely, or be shipped back to the Sentinels. Fortunately, most of the assignments are justifiable.

The Other Races of Earth

Soon after the Sentinels took over North America, they sent a secret raiding party to the Himalayas. Its mission was to test the Inhumans' strength with a damaging attack. The Sentinel party was destroyed, but not before it killed more than half of the Inhumans.

During the battle Black Bolt was killed while saving the life of his half-brother, Maximus. After this incident, Maximus inexplicably recovered from his madness. After Black Bolt's death, the Inhumans faltered, and it looked like they might all be killed. Fortunately, the newly-sane Maximus joined the battle and led the Inhumans to victory.

After the attack, Maximus worked himself almost to death, helping the victims. A month later, a special council meeting was held. Telepathic Inhumans and doctors declared Maximus sane and a changed being. The Royal Family, though suspicious, declared Maximus King. He quickly asked for a public vote whether to stay on Earth or leave. He argued that the Sentinels would come back someday to destroy them. The vote was held, with the majority opting to leave Earth.

Maximus created a vast colony star ship to take his race to an uninhabited star system. Before leaving our solar system, they contacted the Eternals on the moon Titan. The Royal Family (Medusa, Karnak, Gorgon, and Triton) decided to stay with the Eternals in the hope that someday they could return to Earth and avenge Black Bolt and their friends. They have sworn to find and rescue Franklin Richards. And they are currently considering returning to Earth and joining the Russian program.

In this time line, the Eternals have already left Earth, except for the few who elected to remain behind. (The ones who remained are the same ones who stayed behind in the main time line.) The remaining Eternals eventually joined the Russians. Also, Ikaris has married Margo Damian, and they have a daughter.

The majority of Deviants decided on a policy of complete isolation, hoping the Sentinels will ignore them. Kro, knowing that one day the Sentinels will turn their attention on the Deviants, left with his most loyal followers, eventually joining the Russian program.

The Eternals have decided to remain neutral for the time being. Many of them fear becoming embroiled in another war and being decimated (as in the time of Thanos). Mentor and Starfox have so far abided by their wishes, though it rankles them a great deal.

The Atlanteans have been untouched by the ravages of the Sentinels so far. But Namor and his advisors know that sooner or later the Sentinels will come after them. They have been working on a plan to move their people to the deeper and less explored areas of the sea. Unknown to Namor, the Sentinels are already working on a special underwater Sentinel prototype. Once the underwater model is perfected, the Sentinels plan the immediate genocide of the Atlanteans.

The Aliens

The powerful alien races of space have adopted a "wait and see" policy. Most of the aliens know that after completely subjugating the Earth, the Sentinels will turn their sensors to space, but whether the Sentinels' programming also considers aliens to be enemies is unknown.

The main reason that Earth hasn't already been destroyed by alien attacks is that many alien races hope that the humans can someday free themselves from the Sentinels. All the major alien races have at least one monitoring post on the edge of the solar system.

Another reason is that one of the Celestials also has taken position at the edge of the solar system.

Utua, the Watcher, remains on the moon, undisturbed by the Sentinels so far. The other members of his race have threatened him with imprisonment if he takes any action. Utua is constantly torn between guilt and duty. So far, he has not interfered.

The X-Groups

A number of the more powerful mutant rebels have joined together to form special rebel commando forces. These groups have named themselves after old groups of heroes; they put an X-prefix in front of the name (X-Avengers, for example). None of the groups have chosen the name X-Men. They hold this name in reverence, and none have felt they could live up to it.

New Character

This month, we take a look at the leader of the most famous X-Group of all, the X-Avengers.

The New Captain America

(Rick Jones)

F	IN(40)	**Health:**	185
A	RM(30)		
S	MN(75)	**Karma:**	50
E	IN(40)		
R	EX(20)	**Resources:**	PR(4)
I	EX(20)		
P	GD(10)	**Popularity:**	50/−50

KNOWN POWERS:

Unique Weapon: Rick uses the original Captain America's shield, a disc made of vibranium and adamantium. The shield is made of Class 3000 material, making it immune to anything except magical or psionic attacks. Rick can use it to shield himself, but it does not negate Slams or Stuns. Rick can throw the shield up to 7 areas, causing monstrous damage. Rick has recently established the power stunt of bouncing the shield off several hard surfaces and having it return to him at the beginning of the next round.

TALENTS: Rick has the Performer talent in guitar playing and singing. During his years with the Canadian Resistance Army (and his small time with SHIELD), he learned Wrestling, Acrobatics, Tumbling, First Aid, and all types of Martial Arts. He is also a Marksman and a Weapon Specialist with the shield. He has some knowledge in the fields of Law Enforcement, Military, Detective/Espionage, and Electronics.

Contacts: Rick is one of the very few public leaders of the resistance. He has a large number of contacts with various resistance members across North America. He is a close friend of Nick Fury, and he and Wolverine share a grudging respect.

Background: In this time line, Rick Jones decided to become an agent for SHIELD, joining a few years before the Sentinels took over. Fury himself decided to train him, as a favor to the original Captain America.

When SHIELD was disbanded and Fury went to Canada to form the Canadian Resistance Army (CRA), Rick went with him. During the next few years, Rick became one of the CRA's top leaders. During that time, Rick became friends with Dr. Michael Morbius (who did not become a pseudo-vampire in this time line) who was performing special experiments for the CRA. He was trying to develop copies of the anti-aging formula that had kept Fury so young, and to re-create the super-soldier formula that turned Steve Rogers into the original Captain America.

Rick volunteered to take a newly-developed formula that was supposed to duplicate the effects of those two formulas. The variation worked even better than the originals. Unbeknownst to Rick, he is immortal, he will never age and he cannot die from natural causes.

Unfortunately, Sentinels attacked the lab right after the formula took effect. Morbius was killed during the attack, and his notes were destroyed along with the lab. Rick used his new abilities to destroy one of the attacking Sentinels. Coincidentally, this Sentinel was the one that had killed the original Captain America. Not only had it painted a copy of the Captain's uniform on itself, it also had the original shield embedded in its chest. After destroying the Sentinel, Rick ripped the shield from its chest and declared himself the new Captain America, vowing to return America to the country for which the original Captain had fought so hard.

Personality: Rick Jones is quite different from the young teenager who knew so many heroes. He has become quiet and somber, his personality shaped over the years by the current situation in America. His change into the new Captain America made him even more grim and determined.

Recently, some of Rick's old carefree personality has returned. This is due mostly to the relationship that has grown between him and the Spider (May Watson-Parker). He recently has begun to play the guitar and sing again, something he hasn't done since the original Captain America was killed. He has even written a song, "Shield of Freedom," about Captain America. The song is being passed through the resistance network slowly but surely and has become a favorite, even among the mutants. ❑

The New Rogues Gallery
(Continued from page 26)

Zach is a slim, good looking young man with brown hair cut fashionably short, and has 20-30 vision. He enjoys body surfing, sun tanning, swimming, and volleyball and often spends his free time in his home state of Florida. He is an avid scuba diver, and has a driver's license with certifications which allow him to legally operate nearly any type of vehicle.

Like his associate Tony, he is well versed with the harmless confidence routines often used to confiscate target material. He is also adept at alarm system technology, computer science, and human and animal behavior. He is an amateur magician of professional class, and enjoys entertaining clients and his associates with harmless tricks; these also come in handy when trying to distract people while he, or his associates, are carrying out delicate operations.

Zach dislikes long field operations away from civilization, and generally dislikes firearms and their messy effects, though he will not hesitate to make use of their speedy power in a tight situation. He much prefers to use a knife, which he believes has many more possibilities in hand-to-hand combat, especially since a knife is quiet. He usually carries two modified combat knives and several small throwing knives. The modified knives have hollow, graphite-composite handles with vanadium steel blades. He carries lock-picks and electronic test probes in the hollow cores.

Like Tony, Zach likes casual, contemporary clothing, though he will wear whatever clothing necessary to facilitate confiscations while on the job. He likes to wear sunglasses, even when inside.

Zach supervises his section in a relaxed manner. He also has a great sense of dry humor, and often comes up with hilarious one liners in tense situations, or boring ones. He is the youngest of the four founding members, and his associates sometimes call him "Junior."

Zach has experience with handling and care of animals, especially patrol and guard dogs. His expertise is often applied to tending ISA's pack of guard and specialty animals, or to prevent the intrusion of such animals when the group is operating in the field. Zach spent one year in the ISA training program to acclimate himself with combat, and its mental and physical requirements, before assuming his role in the company. ❑

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